

## The story of X Tech by Brett Nortje.

The sotry of this game is set in the near future, say after twenty twenty or so. there have recently been many advances in technology, due to the new era of unity, where wars have stopped due to non lethal techniques with stun and tear gas weapons, as rebels cannot get hold of these. this attracted the attention of the aliens out there, who gave up on humanity due to their violent ways, now curious of the new era. there was also a dawn of new energy, coming from secret scoeities experimenting with science and biology to craft real spells from fantasy. there was also a gift for humanity, as when they opened the doors of magical energy, they unleashed tempests where energy would swell up and disperse, sort of like radiation from a asteroid or meteor that would hit the earth and endowing everyone with 'magical attributes.'

So, the alines returned and observed with the world leaders the new ways of theirs. this is because aliens are rather gentle and peaceful, due to their age, they have stepped away from wars long ago, only seeking to bring new species to the forefront of well being and exploring space, looking for 'wonders.' these wonders are like 'the cradle of life' which, rumor has it, would allow them to create life very easily, and the 'stone of ages,' which would grant those close to it the gift of never aging.

Since the landing of the grays, there has been a circus of political debate. they preach the wonders of communism and servitude to gods, but the humans are very greedy and proud, lawmakers shrug them off and religious folk are adamant they do serve god. these debates have made a whole new social network for people debating and partcipating in the hopes of gaining a few followers, some fame or even money.

There are as many types of aliens as there are animals on earth, with gecko people and even hawk people. on their plaents we are represented by neadrathals, of course, as these are our ancestors. usually, they are reptilian, as they say their gods settled on this 'format' being the best one, and some of these reptiles have hair on their bodies, tal abotu gross!

The aliens had different technology to ours, working on mind control to activate them and operate them. this they claim came from their gods, who spoke with them and helped them as they loved them. our gods also speak to us now, now that we have remembered how to pray properly, we have made peace with the gods of ours, well, most of them.

Gods of ours range from pan, the god of disease to venus, goddess of love, jesus the god of forgiveness and allah the god of piety. these are all seeking to gain worshippers, so those that seek to enter into their realms after death build them churches and send space craft into outer space to spread their various religions among the universe, seeking gifts from the gods. the gods do sometimes give out magical gifts, and only they can give out these gifts, like tempest for the characer not to get too hot or cold, and long lives, where the body of the person remains young for a longer time.

In the midst of the chaos, many companies have used their capital to launch their own mother ships, which is illegal unless you are licensed, and scour the galaxy looking for people to trade with. typically, they are after diamonds, because everyone recognizes them and even primitive cultures will sell them land to develop in exchange for these jewels.

Now, the character's have a vast universe to explore and have adventures in. they could make their mark in the private sector through business dealings, rise to become a powerful statesman, or even lead mercenaries to war for companies and governments or joining soldiers for hire type things.

## Outline for X Tech, by Brett Nortje

This is a role playing game where you play or control a character in a world controlled by the game master. it is possible for more than one person to play, groups of role players usually count five for a game, with one game master or director and four players.

The object of this game is to "live long and prosper." how you do it is up to you, and the game master is there to set up scens for your charcter to play through. usually, there is a long campaign consisting of various missions that all overlap into one sptry for the game master to 'direct' for the players, controlling everything except fot he characters of the players, who the players control, of course.

So what is a character? a character is a person like you and me, represented by information set up by the rules of character creation. there is a lot of optional stuff to use, in fact every rule is optional for the players and the game master to choose between. the charcaters are made up of 'numbers and words,' where they have strengths and weaknesses. of course, as you play from one adventure to the next, you get adventure points to spend on 'raising your numbers' and 'buying new words' on your character sheet. it is advised that you keep a record of your characters on paper so that you can remember all the things that portray them.

When your character is tested to see how it performs with a task you set up for it, you need to roll dice, or, the game master will substitue dice for common sense or dismiss thigns as too easy to do, or, more often too hard to do. the dice are there to roll to give each event a random margin or error. there is a twenty sided dice, a ten sided dice and a thirty sided dice to roll for each 'event.' you are supposed to add up your numbers and roll unde that to see if you can get a success of that task with your character performing it, of course. 'events' either concern one section of numbers, on a ten sided dice, two sections of numbers on a twenty sided dice, and of course three sections of numbers and values on a thirty sided dice. this is because, when you start, after deciding what rules you will use, you usually start with stats, skills, talents and magic out of ten for each section, making it hard to do some things while it is easier to do other things, depending on where you modified your character for the game.

So, you know more about this now, yes? of course, if you were to observe al this information, you might think you understand but in fact do not really understand, which is quite common with young people who think everyone will laugh at them if they do not understand.

If you don't want to use dice, then the game master can set the difficulty of the test at a certain number, and see if you add up all your points if it is more than the difficulty, meaning you pass the test or event. if you don't want to use dice or difficulties at all, that can be arranged by your game master to fit into the game.

Now, to help game masters control the game, they need to set scenes, like a director. if the players say they want to go outside the room, the game master needs to set the scene for them. the game master can control it to contain a lot of drunk women to flirt with, or even a rabid dog that wants to bite them. they could set up a secret room, and roll dice or decide if they find the secret room, nearly everything other than the characters is up to the game master, of course.

If the game master wants to organize themselves, i suggest a notice board with adventures, on the internet for the characters to cruise though and choose an adventure as a 'mercenray.' or, they could receive a phone call where they hear from a friend that tehy need help, or even stumble into a scene by 'walking around town.' there ire many ways to have adventures, but the best ones are the ones the game master sets up for the player, be it a short advanture like finding an abducted chld with some

investigation skills and brass knuckles, or even going to a high school reunion to meet up with old friends and see what happens there? it is suggested that you make everything realistic for everyone to play, dear game master, as otherwise you can change the game master for the next session, even maybe making new characters.

Sometimes characters die, and this is usually up to the game master. if you find yourself in combat, then you need survive it to keep your character - if you die, you need to make a new character.

The characters will earn a variety of adventure points and then be able to develop their character further by buying improvements. you can upgrade, for example, your rifle skill, and then see your numbers go up to make a bigger scope for error, as this reflects your ability with the rifles out there. maybe you could raise your marketing skills for your character to make better decision while trading on the market by upgrading your business skills - it is really up to you how you want to "live long and prosper."

So, back to the points you earn while playing through adventures. these come from facing danger, playing your character's demeanor, and many other things that will be discussed later. when you get adventure points, you could raise your stats, skills, talents, magic or even buy new merits and flaws for your character. this is down to how you play the game, of course.

Then there are growth points. this represents how developed your character is within the game, raising them levels and therefore more health and access to new 'powers.' some powers you cannot buy unless you have enough levels from growth points, this reflects development, of course. typically, unless the group decides otherwise, these points are gained each session. typically, the character will need to raise their sessions to the level they are at, meaning that you need to complete one session to get to level two, two more sessions to get to level three, and obviously three more sessions to get to level four. each time you go up a level, you rub your growth points out and start again at zero growth points.

This game is supposed to be as vast as possible, to allow the players to try to do anything they want to try to do. yes, it is similar to dungeons and dragons, but this game is made with licenses combining all my favorite games and concepts to be included in one game, of course.

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This is a rough outline of the game, as I have not purchased the licenses yet, and, hopefully will with the money i am supposedly making from selling my skills as a journalist.

First you get a 'name' and a 'demeanor' and 'species.' this name does not count against you or for you in any way, but the demeanor, or how the person acts, is important, as you will earn adventure or character points for them being played by the player through the character. the species you choose will get benefits and penalties to many different types of things, and, there should be at least twenty species for the players to play. these are like, human, orc, grey, tyrannid and so forth.

Stats are defining your 'general overview.' these are; [physical stats] physique, reflexes and system, [mental stats] willpower, intelligence and wisdom, and [spiritual stats] being intuition, harmony and charisma. these represent your character's general overview. these cost a lot of adventure points to raise, as they work with so many aspects of your character, included in so many tests.

Skills are defining your character on a 'moderate level.' these will be paired with your stats, making it two numbers to use, and include skills like driving cars, fire arms, scholarly stuff, general performance or expression values, sports and even general business skills. these skills represent your

character at a moderate level, where you would use them less often than stats if you were to compare them, and are much cheaper than stats to upgrade.

Talents are defining your character at a 'micro level.' these will be paired with your stats and skills, making it three numbers to add together if you are using this talent. these could be rifles or pistols for firearms skills, or both, or could be modeling and dancing for performance skills, or both. these are the easiest to raise, costing the least points, but are specialized into one fine thing to be done. these are used as often as you would, but represent only a specialized aspect of your character, of course.

Then, to reflect your presence with people and animals, even faeries and ghosts, you get a 'aura,' which is like 'karma.' this reflects how much your character glows with warmth for others to see or feel. basically, you add to this when you play your character's demeanor, and subtract from this each time you do something against your character's demeanor. this represents stress, which takes away from your warm glow.

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Then, there are 'checks.' these are where you add three stats together to find your check value, once again, you must roll under it. these would be things like stamina where you would add physique, willpower and system together to find the number to roll under, or even awareness, using intuition, system and wisdom, of course. there are many of these for ease of use there are a lot of finely tuned ones.

Then, there are 'merits' and 'flaws.' these improve your character in some way, or detract from them in some way. things like ambidexterity would obviously be a merit, and things like overconfident would be a flaw. there are a lot of merits and flaws. each time you buy a flaw, you get points to spend on your character's numbers or values, and, when you buy merits, you pay point costs to get them for your character. you cannot buy flaws after character generation or creation, but may buy more merits at three times the cost for them.

Then, you get 'degrees.' i call them this because you earn them and they reflect exceling at something, like a merit, yet different. this is bought to represent your character's lessons learned through acts they have committed. this is like what they have learned as a 'bonus' usually to a check or a skill and talent test. then there are all sorts of things in here, sort of like dungeons and dragons third edition's feats, and will include most of those and a few more.

~ yes, this game is vast so far!

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Then you get magic, with spheres and spells and stats added up to be rolled under. these are typically where you test your spell and find whether it works or not. also, you will also see your spells get more powerful with a greater number value, or, more 'ranks.'

To see if your spell succeeds you need to add your relevant stat, magic school rating and spell rating for a out of three test, being on a thirty sided dice.

Spheres come with ratings too, as they can add to your character's test value, or, allow access to greater levels of spells, being more complex, of course.

~ It is recommended, now more than ever, you keep everything written down!

There are various spheres of magic, namely;

- [01] Abjuration, protection spells focusing on stopping energy from reaching you.
- [02] Necromancy, controlling the forces of life and death.
- [03] Divination, seeing and hearing things other's cannot, even looking into the future.
- [04] Enchantment, manipulating forces of conscious and unconscious sorts.
- [05] Conjunction, this is where you call something that is natural in the world.
- [06] Invocation, this is where you create something new in the world.
- [07] Illusions, where you shape energy to give off a sensory input.
- [08] Alteration, changing things around you to be more the way you want them.
- [09] Prayer, this is where you ask a spirit or god for help.
- [10] Telepathy skills, mental communications where you can change messages or actions for others.

You get a mana pool to cast spells from, starting with [harmony] + [willpower] + [wisdom].

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'Archetypes' are like classes for the dungeons and dragons fourth edition setting. they are there for you to choose a class of character, not higher or lower class, but rather a classification as to their strengths and weaknesses. this is also like a general cultural thing, where you can get types of bikers or drug dealers, and, business people and other types of skill related archetypes. by playing your archetype out correctly, you can get more adventure points, of course, but not growth points.

You get a lot of stuff in this game, namely guns, mechanized weapons platforms that stand about eight feet tall, like mini mechs from mecharrior, and space craft too.

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## Character generation and progression for x tech.

So, you understand how the game works so far, and now you are wondering about how to make a character. First thing you got to do is give your character a name, thinking of someone you know or admire from the media is a good way to do it, then you will feel like them for a while maybe? the things you need to sort out, are split into divisions.

**Name, archetype, demeanor, personality and history.** this is where you need to supply your character a name, an archetype to adhere to or follow, a personality and, if you feel up to it, a history of what their back ground is. of course, you could say they were rich, and the game master would allow you some extra money, you could say they were a child soldier, so more firearms skills would be in order, or, you could say they were a hustler, making for more streetwise. It is all up to you and the game master how to organize this. Remember, you get adventure points for playing;

[a] Your **archetype** will be where you earn points by doing things related to that class of person, once again, it is not higher or lower class, but rather classification of role in society, or place.

[b] Your **demeanor** is what you show the world. you will get more adventure points by playing their demeanor out, say for example you say just aggressive, then every time you are aggressive in a way that is realistic the game master may award you points. or you could say you are gentle, or pessimistic, optimistic, cunning and convincing - sky is the limit! this is like emotional you like to feel or seek when you are out there doing things.

[c] Your **personality** is more of a sentence describing yourself a third way. this is like bubbly, or suicidal, more like actions than emotions. this dictates your method you use to do things, adding fluff - fluff is a bit of description of your character to the many numbers you have written down - to the game.

[d] **History** is where you put the things your character has experienced, and it can change from session to session as the adventure progresses. of course, it should reflect your experiences, so if you are a space pirate, you can figure that into it - use a pencil!

That is some of the '**fluff**' that goes into your character. this is all words, as areas with words are fluffy, of course. you get one adventure or character point each time you do something important for that archetype, demeanor, personality or historical guidelines, and three at the end of the session for playing your character properly for each segment. so, during the session, a soldier gets into a fight, he gets one character point, but, if he plays a decent combination of various elements, he gets another three at the end of the session for all those things. it is possible to successfully play one thing and not another, so there could be twelve points at the end, or there could be eight, all up to the gamemaster - this excludes the points earned during the game, of course.

There are three divisions to make the **stats** a character, **pool**, **rolling stats** and **sets**, of course. For you to understand this, you need to select or choose a division, physical, mental or spiritual and then choose to either apply or effect it with one of the following;

[e] **Pool**; this is where you get to divide [18] by either physical, mental or spiritual divisions. you simply choose the division that will get the pool. so, you could choose mental to get the pool, and then divide it up into willpower [7], intelligence [5] and wisdom [5], dividing the total pool into those stats.

[f] **Rolling** is the simplest one to do. this is where you select a division of stats and simply roll them out on a ten sided dice. so you could roll [6] [3] and [9], and select the division spiritual, then assign them to Charisma [3], harmony [6] and intuition [9], there by using all your rolls.

~ If the game master approves, you may roll four or five times, and take the three highest rolls as your values for those stats. so, if you roll five times, and you roll [4] [7] [8] [2] [5] you could choose to use [8] [7] and [5], being the highest rolls.

[g] **Sets** are where you get two sets to choose from for your stats. these are set at either [8] [6] [4] or [9] [6] [3], with the former being advised unless you are experienced with playing. This would be where you choose a division and choose which stats get which values. for example physical could see, with the first set, physique [6] reflexes [4] and system [8].

It is important not to mix them up, this is supposed to reflect your character's uniqueness in the world, as no two characters should ever be the same, that would just take the taste out of your mouth, of course - imagine meeting yourself with a few billion people on the planet?

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**Checks** are calculated next, from the stats. that is covered elsewhere, and your checks are used to determine things that you will encounter now and again, or, very often, depending on the session, of course. there are ways to boost your checks from merits and feats too.

**Health** is calculated by taking your character level and multiplying that by the physique of the character. this will give you the health value of the character - each time your character takes damage, their health gets reduced by that amount unless they are wearing armor.

**Levels** are easy to calculate, as, when your growth points equals your level, you go up a level. so, as level one, you need one session or growth point to go to level two, and then two to go to level three, starting from zero again. So, after six sessions, you will be level three, taking one adventure at first, then two adventures, then three adventures, so six all together, that leaves you at [1] + [2] + [3].

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**Merits** and **demerits** are also a part of the game you may choose to harness, and, if you do, you get fifteen character points to buy them with. they range from fat and ugly, to huge and silver tongued, of course. there are many to choose from, borrowed some from other games, and, of course, including some of my own merits too.

**Sometimes** they will get you bonuses to dice range, sometimes they will add range to your checks, sometimes it will be a personal thing with you and the game master, and there are many more strange ones for you out there.. it is suggested that you play with this rule, as, it adds diversity to the game. it is also possible to buy more ranks in merits and demerits later in the game.

**Demerits** is where you take a flaw for your character and get character points added to your total to buy things with. it is possible to spend points you gather from demerits or flaws on other areas of your character sheet, but they only count as character points, so you could use many to raise a stat from three to four, but you cannot spend it to raise your stats directly one for one.

**Feats** are like feats in dungeons and dragons. these do not come in ranks, and, they are one of the specializations and bonuses that you usually use for increasing dice ranges. these are also used for

other things, like merits, yet more things from **experience**. you start with five points to buy a feat or two with when you create your character.

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**Skills** and **talents** are covered elsewhere. these you combine with each other that are listed, and, then you add your relevant stat to them to get a range to roll under. this also comes with a **difficulty** deficit to the range, a **penalty** to the rating of your skill or talent. You get [40] character points to spend on your character's skill adjustments.

**Magic** is also adjusted for the character creation process. you get no points to spend on magic in the beginning, but, you may spend left over points here to buy spheres and spells too. you may not learn a spell from a sphere you do not have, and, you may not learn a spell that asks for a higher level than you have with the sphere. also, you may not raise a spell to a level higher than your **sphere rank**.

**Equipment** is purchased with money you start with. it is suggested that they start with about ten thousand credits, as then they can buy a gun or a cell phone, a car or a laptop, and some other stuff too. most of the guys will invest in a gun of some sort, and the women can invest in makeup to charm the men into noticing them, of course.

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**Adventure points** are accumulated by living and doing things. These come usually due to your playing your character's archetype, demeanor and personality, and including some of your history into the role you are playing. These points may be used to raise stats, skills, talents, magic, merits and feats, among other things. when you spend a point on something, it is used and disappears into you the way you have spend it.

To raise **stats**, you need to pay the rank it is times by the rank you are raising it to. so, if you had a charisma of [5], you could raise it to [6] with [30] adventure points or character points. you get a bonus from your system stat, where you subtract your system value from the cost to raise it to a higher rank, without affecting the system you have.

To raise a **skill**, you need to spend adding the rank of the skill with the level you are raising it to. so, if you want to raise your language of germanic from [3] to [4], you would need to add [three] to [four] to get [seven] character points or adventure points cost. you get a bonus from your intelligence stat to subtract from the total character or adventure points you need to raise the skill, it costs at least one separate point to raise it each level or rank, from one to two, two to three, ect.

To raise a **talent** to a higher rank, you need to pay the rank you are raising it to. so, if your talent is [4] and you are raising it to [5], you need to pay five adventure or character points. this gets a bonus like raising a skill, where the intelligence stat you have will be subtracted from the costs of character points or adventure points. It costs at least one to raise to level two, and then three, etc.

To raise a rank in a **sphere** of magic, you need to pay the spheres cost, which is always [7] to raise it a level. this reflects your chance of success with a spell, adding your willpower, sphere and spell ranks together for a 'test.' to raise it another level, you merely pay another seven points. To raise a **spell**, it works like a skill cost package. this will mean that you need to pay the level the spell is at plus the rank it is being raised to to raise it to that level, of course.

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## Checks for X Tech.

Checks are when you are tested based on your character's stats for things they might not know about. basically, you add three stats together, add any other bonuses you might have for these checks by way of merits or degrees, and then see if you succeed the check or not. checks are usually quite important, like detecting an ambush or seducing someone you like, or even to see if you make it through harsh terrain or things like that. here they are;

[01] Stamina; this is where you add your system, physique and willpower together.

[02] Social; this is where you add your charisma, wisdom and harmony together.

[03] Awareness; this is where you add your system, wisdom and intuition together.

[04] Resist hypnosis; this is where you add your willpower, wisdom and intelligence together.

[05] Resist poison; system plus physique plus willpower.

[06] Balance; reflexes plus physique plus intelligence.

[07] Guess; intuition plus wisdom plus intelligence.

[08] Spot; system plus intuition plus intelligence.

[09] Hide; intelligence plus wisdom plus harmony.

[10] Shock; this is where you are shocked by something otherwise resulting in your character losing actions for the next few rounds, up to the game master. system plus physique plus harmony.

[11] Conscious; this is where you try to remain conscious, system plus willpower plus intelligence.

[12] Inner peace; harmony plus intuition plus willpower.

[13] Self control; harmony plus wisdom plus willpower.

[14] Understanding; wisdom plus intuition plus system.

[15] Homeostasis; this is the maximum amount of individual spells you may learn, system plus harmony plus willpower.

[16] Rush; this is where your character needs to hurriedly do something. reflexes + intelligence + harmony.

[17] Action points; this is covered elsewhere, intelligence plus reflexes plus system.

[18] Aptitude; this is how high you may raise your skill or talent to. system + wisdom + harmony.

[19] Unskilled check; if you are trying to do something that you are unskilled with, it is your wisdom plus double your intuition.

[20] Resist; this is to see if you can resist something like a charm spell or death spell, like finger of Death. Physique + harmony + intuition.

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Other factors to take into consideration are;

Physique gives you health and how much you can carry as well as 'how hard you hit.'

Intelligence subtracts as much points in the purchase cost of character points to upgrade them. so, if you had to dish out fifteen points to raise a skill or talent to the next level, and your intelligence is five, you will pay only ten character points.

Willpower goes into bonuses to your spells, making them reach further and do more damage.

System subtracts points from raising stats, like intelligence, except these deal directly with only your stats, not skills and talents.

Wisdom is the most common associated stat with all academic skills and talents, so is very useful in testing these skills and talents.

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Tests for a tech are the rating you subtract from your number values for the stat plus the skill plus the talents, or magical system where it is stats plus sphere plus spell. then there are other modifiers that that might boost or reduce your values to roll under, of course. all these are added to your dice value you roll, as you need to roll under it to pass or be successful. tests for a tech are typically;

[a] Easy task, difficulty nine. these are like things they should do rather easily.

[b] fair task, difficulty eleven.

[c] typical task, difficulty thirteen.

[d] moderate task, fifteen difficulty. these will be the most common used tasks for general 'combat.'

[e] hard task, twenty difficulty

[f] heavy task, difficulty of twenty four

[g] colossal task, difficulty of twenty seven

[h] Heroic task difficulty of thirty.

Then, there are other modifiers, like for fighting being on higher ground, or for business dealings working on an old computer or with buffoons that mess up trades if not instructed properly.

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Optionally, the game master might decide to apply the "quick progression rule," which deals with 'acts' which are related to your character's accomplishments. This would be for soldiers where each level they kill as a group, gets added together and divided into adventure points for the end of the session, for spies, similar deeds of espionage related things, and for bankers, smooth deals they get buy on.

## Skills and talents of X Tech.

This is probably the second hardest mechanics of the game, as this is where you need to find the values to roll under for most things. stats influence skills, and skills influence talents. so, if you fire a rifle, you add your reflexes stat, as it is about aim, to your firearms skill, as this is a firearm, to your rifle skill, for three values added together for a value out of thirty. of course, it is possible to get your attributes or values to add up to more than thirty, which would take a long time, and is the rewards of playing for a long time.

While stats cost what you have times by what you are raising it to in character generation, character or adventure points, skills cost much less to upgrade. each skill you must pay what level you are raising it to by the cost value for that skill. here are the skills;

- [a] Firearms skill with hand held weapons. [reflexes] [5]
- [b] Athletics, gymnastics and running among other things. [physique] [4]
- [c] Drive will be where you drive a car or motorbike. [reflexes] [3]
- [d] Academics will be where you try to work something out that is academic. [wisdom] [5]
- [e] dodge is where you subtract this value from your opponents dice range to hit you. [reflexes] [5]
- [f] Flight piloting is for jets and other air craft. [intelligence] [5]
- [g] naval piloting is for ships and submarines. [wisdom] [4]
- [h] mecca piloting is for piloting and controlling mecca, which are big 'exoskeletons.' [reflexes] [5]
- [i] performing is for public speaking, dancing and any other semi performance. [charisma] [4]
- [j] business this covers all forms of business and administration. [wisdom] [5]
- [k] law will endow you with more legal and political things. [wisdom] [5]
- [l] medicine will allow you to do field aid and work medical machines. [wisdom] [6]
- [m] hand to hand combat is for punching and kicking and maybe even using swords. [reflexes] [3]
- [n] empathy is where you feel the emotions of others successfully. [intuition] [3]
- [o] streetwise is where you can get by with street skills and appraisal. [wisdom] [3]
- [p] arts is where you take your work from inside you to be realized outside of you. [harmony] [5]
- [q] security makes you more of a house robber. [wisdom] [5]
- [r] technical will be where you use your hands to do things with technology. [wisdom] [5]
- [s] languages add one language for each level, besides your mother tongue. [wisdom] [3]
- [t] science will be science based things that you may involve yourselves with. [intelligence] [6]
- [u] heavy weapons are for things like machine guns and craft weapons. wisdom [4]
- [v] Domestic skills will help you do chores and household things. wisdom [3]

Then, you get related talents, that you add to the skill, which you add to the stat, to get a value that you roll under to see if you succeed. to raise these you simply pay the level you have plus the cost to raise it to the next level. the dodge skill does not have a talent associated with it. they are;

- [01] pistols; firearms [3]
- [02] submachine guns; firearms [4]
- [03] rifles; firearms [4]
- [04] assault rifles; firearms [4]
- [05] launchers; heavy weapons [4]
- [06] mounted weapons; heavy weapons [4]
- [07] brawl; hand to hand combat [4]
- [08] grappling; hand to hand combat [3]
- [09] jumping; athletics [3]
- [10] swimming; athletics [3]
- [11] running; athletics [4]
- [12] marketing; business [4]

- [13] trading; business [5]
- [14] auditing; business [4]
- [15] Modeling; Performance [3]
- [16] Hand works; art [5]
- [17] Illustration; art [5]
- [18] Vocal skills; performance [3]
- [19] Humor; performance [3]
- [20] Dancing; performance [3]
- [21] Writing; art [5]
- [22] Gardening; art [4]
- [23] Biomedical; medical [4]
- [24] Economics; business [3]
- [25] Physchem; academics [5]
- [26] Politlegal; law [3]
- [27] Mechatronics; technical [4]
- [28] Administration; business [3]
- [29] Salesadvertpromo; performance [4]
- [30] stunts; drive [5]
- [31] tail; drive [5]
- [32] lose; drive [5]
- [33] Lock picking; security [4]
- [34] stealth; security [3]
- [35] slang; streetwise [2]
- [36] subterfuge; streetwise [4]
- [37] appraise; empathy [3]
- [38] motive; empathy [4]
- [39] dexterity [hands]; athletics [4]
- [40] coordiantion [feet]; athletics [4]
- [41] Navigation; naval [3]
- [42] Acing; flight [5]
- [43] Maneouvers; mecca [4]
- [44] Evasion; dodge [7]
- [43] Resourcefulness; \*variable\* [8]
- [44] Veteran; \*variable\* [8]
- [45] Linguistics; variable [6]
- [46] Germanic; languages [3]
- [47] Slavic; languages [3]
- [48] Eastern - australaisian; languages [4]
- [49] African; languages [3]
- [50] Latin; [4]
- [51] Design; science [5]
- [52] Artillery, mounted weapons; heavy weapons [4]
- [53] Cooking; domestic [4]
- [54] Teaching; domestic [3]
- [55] Chores; domestic [3]

~ Variable talents can swap from skill to skill, and add to the dice range depending on how experienced you are with those skills and talents. so, it would be, [stat] + [skill] + [talent] + [variable value] to get your diace range. this means, experience counts!

## Combat for X Tech by Brett Nortje.

Combat is the focal point of every man's game - what is a game without a bit of this? this is usually the time your character dies, if ever, and also a great way to explore the combatant you have created, of course. there are a few things i would like to explain first, namely '**action points**,' '**health**,' '**combat tests**,' '**dodging**,' '**edge**' and '**damage**.'

First '**health**.' each time you take damage you subtract health from your total, and each time you heal your character by resting or spells or medicine, you get more health. safe to say once you have no health you know you are dead, yes? your character gets as much health as their physique value times by their level. each time you go up a level, you add your physique in health to your character's health total.

'**Combat tests**' are conducted with a objective in mind, to hit your opponent. these are worked out by taking your related combat skills, feats and merits, and adding them together. then, there might be a '**difficulty**' considered for the test, like being on top of a speeding train. each difficulty the game master says you need to use you subtract from the added together numbers. then there is **dodging**, this is where you subtract your opponent's dodge or pilot skill to the difficulty of the combat test, as you can see, dodge is like added difficulty, yes? then, you need to work out the combat event by rolling dice, using adjusted values where you simply calculate if your skill is greater than the difficulty, or even use common sense to verify the outcome. all rolls for combat attacks are done on a thirty sided dice.

'**Action points**' are where you get so much actions per round of combat. naturally, the character with the most points goes first, and as soon as someone else has more action points, they go, and so forth, until nobody can do anything else and the points are reset. action points are based on your reflexes plus your intelligence plus your system values. then there is '**edge**.' this is rolled once when your character is generated and recorded. you roll a ten sided dice twice, once for tens, once for units. so if you roll a six and then a three, you have an **edge** of sixty three. when there is a 'tie' for the action points, the person with the highest edge goes first. there is no roll over from one round to the next with action points, so, if you have one action point left, and the round ends because it is not enough to do what you want to do, then you lose that one point as '**action point pools**' refresh.

**Damage** is how much health you subtract from your character due to them being hurt. this is due to combat or magic or disease or something related to these sort of harmful thing.

\* \* \*

## **Archetypes for X Tech.**

These are like clans and natures for vampire and classes for dungeons and dragons. these define the role your character plays in society. These also give various bonuses for certain things when you create your character.

[01] Athlete. this is where you get character or adventure points for competing in sports, especially winning them. this will take its toll on your stamina though. athletes get bonus merits and skills for athlete based skills and talents.

[02] Soldier. these are like warriors that get character or adventure points for each combat they are in, with bonuses if they win.

[03] Rebel. these will get their adventure points for each successful challenge they make to authority.

[04] Artist. these will be like writers, painters and galzers, to name but a few arts. they will get character points each time they sell an art work.

[05] Performer. these are like rock stars, djs and public speakers. they get character points each time they perform, and more if it is a success.

[06] Business person. these are people that are good at business, trading, and minor administration skills, accounts and other finance related things. they get reductions in points when upgrading their money related skills.

[07] Rogue. these are like hustlers and thugs of the underworld. they also make good spies, being able to, among other things, hide in shadows and pick locks, receiving bonuses to them too. they are also good at body language, perceiving things others would not.

[08] Scholar. scholars are academics in every sense of the word, knowing the basics on paper of every other archetype, more or less, and excelling at academic work. they get character or adventure points each time they get to teach someone something new.

[09] Technician. these are like handy men, gaining skills quickly in technical based things, like modifying hi fi systems and so forth. they get character points for fixing things that are broken.

[10] Scientist. doctors and biologists are included in this category, and they get character points when they use their skills, and, only if successful.

[11] Preacher. vicars and clerics from the near east are included in this. they get things like prayer sphere bonuses because of their loyalty to the god they preach for, and get character points when they get people to listen to them preach, of course.

[12] Councillor. this will be like a marriage councillor, a psychologist and a shrink. minor admin skills are also placed under here for bonuses to buy them, and they get adventure points each time they settle a dispute.

[13] Administrator. this is like human resources, business admin, counselling and time management too. each time the administrator helps someone, successfully, with something work related, or even life style related, and is successful, they get points.

[14] Architect. liking to build things or see plans set in place. each time you successfully see a plan of yours come together, you get lots of points.

[15] Diplomat. writing smses to newspapers and getting involved in social issues ont he internet is what this archetype is about, always trying to get people to 'follow them.' get points each time you successfully win someone over to your side, so they are like a preacher that 'serves themseleves as gods.'

[16] Player. these characters work around sex and flirting. they will also double up as spies and such, and get points for successfully winning someone of the opposite sex over to likgin them and realizing it. [they also are keen to become hackers.]

[17] Assassin. these are like ninjas and spies rolled into one, getting character points when they successfully get their objective done, their enemy or mark killed, or get the goods.

[18] Pilots are people that fly space craft, navigate submarines or ships or pilot mecca. they get points for each successful task they set out to do with the craft, like a warrior for combat.

[20] Magicians are like people that specialize in magic. sometimes only they will be able to do somethings with magic, and, they get points each time they successfully pull off a task with magic.

\* \* \*

After you have chosen your archetype, you may gain character points when your game master says so, as you achieve things that they say are in line with your archetype. this is system related, but, of course, it adds personality or fluff to the game.

These points may be awarded during game play, but, as always, you should wait until after the session to spend points on your charcter. each Archtype gets a reroll each session for as many levels they have. so, due to level, you may get hit points multipliers and rerolls, of course.

## Human building codes and brief mecca explanation for x tech.

In this game, there is a lot of focus put on the dimensions of buildings and craft. this is because now there are standard dimension codes for each building or craft design. these are represented by millimeters you can find on a normal ruler for the design of the complex or craft, as then you can design proper craft and buildings to play through. this will make it easier to plan a combat or run way show, where all the baddies are or where you may walk to get the best exposure for the camera people and journalists, of course.

Typically, walls are between 3.3, 5, and 10 millimeters for each room squared and put together like lego. this would mean that you could fit nine 3.3 rooms inside a complex of ten millimeter rooms, or have four five millimeter rooms inside a ten squared plot, of course.

Rooms are usually for ammunition stores, normal stores, conference halls, bunk beds and so forth. these buildings are designed such that there is no wasted space with bricks between, yet not randomly for the sake of neatness and conformity. if you do not want to use this rule, that's fine, but to truly enjoy the game you need to understand how 'mecca slots' work.

Your mecca, which you might pilot one day, stand at about eight and a half feet tall, or, four meters high off the ground. they come with bird legs, making it easier to look for diamonds on mountains which are hard to climb with normal legs, as they are used for commerce and combat.

Mecca used for commerce usually have hands or pincers, which can be slotted on and off the forearms of the mecca. the person fits inside it, with their legs bending into the mecca and their calves reaching slightly backwards as the calves enter the top of the leg of the mecca.

Used for combat, they easily swap hands and pincers for weapons like cannons and rocket pods, and so forth. they come in a variety of densities, with the more dense and damage resistant mecca obviously costing more. then there are heavily armored mecca that move slowly, but are still expensive, and then there are light mecca that have wired reflexes and move faster than the person would normally without them, granting them extra action points and reducing action points costs for actions. and, finally, there are in betweeners and of course, elite ones that come with all the best things.

Back to the things being built. Each millimeter is considered to be put into the rooms and tells you how much you have. if you want to measure up, due to the heights possible due to genetic engineering of people, the roofs always go up to three meters, or, six and a half feet high. this means stairs need to be designed so that they take up five millimeters in total to reach the next floor. of course, elevators also take up five millimeters squared and go up to various levels.



X Tech is set in a time crossed with today, and, all the technology we are working on, with an accelerated technology spectrum and aliens and off world colonies and bases. Deep space one was our first interstellar fusion powered space ship, and it was built out of nitrogen four as the non carbon based hull, to allow for high speed travel – it is carbon that combusts at high speeds. So, while we still hve goat herders and famine in this world, we also have huge technology, and, reawakend curses, like vampires and then we have health and biomedical upgradesw ith nano bots. Then there is magic and futuristic weapons, based on reality, and, of course statistics to measure the strengths of each and every person, maybe not in every way, but in enough ways for a diverse universe.

Society has gone mad for magic, as it is so easy to use but so hard to harness. Some dedicated personnel spend much time and earn much money learning secrets and crafting methods of magical use that defy logic at times, but they make perservere, gaining other worldly discipline to maseter all of the sciences. One thing that has become very popular is animal and symbol tattoos, as etching an image into you that the faeries recognize merges the characteristics of the two of you to become more similar, in fact just granting bonuses to people that get the tattoos, light a candle and let the energy from the candle, a quasi elemental, as it has earth, air, fire and water in the form of plasma coming from it. This is typical but usually only done at the age of thirteen or sixteen in various societies, at initiation and voting ages usually. The basics of these tattoos work on the image of the creatures, and yes there are dragons out in space in this game, or symbols for bestowing greatness and sometimes limits on people that get them. Butterfly tattoo recipients, for example, once active, are nearly harmless in the face of violence, while tigers are so proud they are driven towards it at the slightest challenge. Here are a few tattoo stats, and, the game master is free to edit them for the campaign of theirs;

<u>Tattoo table</u>	
<u>Type of tattoo</u>	<u>Effects</u>
Dragon	[+3 phy] [+4 will] [+4 inte] [+3 charm] [+5 intu] game master decides [demerits * 3] proud, snobbish, overconfident
Tiger	[+1 phy] [+2 ref] [+2 will] [-1 cha] overconfident, proud
Snake	[+2 ref] [+2 inte] clown merit for free
Butterfly	[+4 harm] [+4 charm] [+4 points per level for talents] harmless, dependant
Toad	Poison and magic resistance * [3]
Wolf	[+2] to all tests when with two or more other wolves, ‘moral animals’
Peacock	[+6 composure] [+1 charm] [+3 seduce] snobbish demerit
Manta	[+4 harm] never loses control, immune to mental charms and ailments
Eagle	[+2 sys] [+2 intu] [+2 wis] bully demerit, ‘moral animals’
Fox	[+1 ref] [+1 sys] [two point bonus to buy all talents] coward
Lion	[+1 phy] [+1 ref] [+1 sys] three point bonus to bravery related checks, always ‘moral animals.’
Leopard	[+ 2 ref] [+2 inte] [+3 will] [+3 intu] [+2 harm] hunted by ‘game master’s moral animals’ and others, cruelty, often disguise tattoo to blend in, secret
Shark	[+2 intu] [+2 health] * character level, [-1 charm]
Dolphin	[+2 charm] bravery merit, morally bound

Condor	[+5 health] * character level, bully
Rat	[+3 inte] coward
Hornet	[+5 bravery] checks, irate, popular
Sheep	Gains necromantic and conjuration spheres for free [1 / 1] with banishment and healing spells for free, [3 / 2]
Chicken	[+2 ref] [+ 2 dodge skill] [+3 pistol skill], moral animals
Dog	[+ 2 syst] [+3 inte] moral animal
Cat	[+3 syst] [+2 ref] [+1 inte] cockey, cute
Humming bird	[+6 harm] Little people; cannot fire weapons, cannot cast damage spells
Pirannah	[Pack hunter], like wolf, for each bonus pirannah, extra point of tests, hunted, cruel, cowards
Crocodile	[+2 phys] [+2] sphere of telepathy, [+3] psychomatabolic
Elephant	[+1 phys] [+1 wis] [+1 intu] [+1 harm] [-2 inte] moral animal, noisy, lawful
Panda	[+3 intu] [+3 harm] Little people
Praying Mantis	[+1 phys] [+1 sys] [+2 inte] moral animals, opposite sex problems
Spider	[+1 sys] [+2 will] [+1 inte] [+ 1 harm] cowards, bullies
Bull	[+2 phy] [+1 charm] moral animals, lawful
Squirrel	[+2 ref] [+2 int] hoarders, greedy, over confident with other sex

So, that is the full list of suggested animals, and, more or less who is part of the barnyard of society, the domesticated animals that herd together for protection and security, and, those that do not. Obviously besides the bonuses and all that stat stuff, there could be a doable game played with simply tattoos and society. This would lend to the fact that some incur automatic merits and demerits that will be covered later, somewhere close to the feats too.

Back to civilization. All characters are considered human unless they are created alien in the beginning. That will also be covered later, the races and more ‘fluff stuff.’ The societies are lax with these stereotypes in some cities, and, obsessed in others, with ‘fifty shades of gray’ between them. It is not absolute that they will interact in given or obvious ways, as stipulated by the game master.

\* \* \*

The political spectrum is full of leaders and pretenders in the current day, and, this game is no different. If they were to suddenly adopt policies that are gentle, they will be abused by the immoral, if they were to clamp down on crime, they would hear complaints and have riots, again, fifty shades of gray between them.

This was covered in the opening introduction, of course, and now we need to look at the cost of things gear related.

There is a list of suggested gear types, but game masters may allow any gear onto any list that they choose, of course. There is a gear type name, a gear type effect, and a gear type cost. The load will be how much physique slots is used on that item, of course.

<u>Gear list</u>			
<u>Type of equipment</u>	<u>Effects</u>	<u>Cost</u>	<u>Load</u>
Pain killer spray	Removes pain from character	200	0.3
Morale tablets	Gives automatic successes on ‘morale’ checks	50	0.1
Resussitation tablets	Revives chaarcters instantly	50	0.1
Knock out tablets	Knocks someone out, hopefully presumed dead	50	0.1
Medi kit	Allows for stopping bleeding, full range of medical gear, can heal [3] damage in full hour	3,000	2
Lock pick	Allows for mechanical lock picking	1,000	1
Lock smith’s kit	Allows for mechanical lock picking [+8] bonus	5,000	1
Mag lock key	Automatic access mechanical and other locks	20,000	2
Pistol	Each pistol loads this much	*	1
Uzzi	Each uzzi loads this much	*	2
Rifle	Each rifle loads this much	*	4
Assualt rifle	Each assualt rifle loads this much	*	5
Cannon	Each cannon loads this much	*	7
Cosmetics kit	Allows for disguises	300	0.5
Knife	Deals [physique] damage, [4] action points	150	0.5
Glass cutters	Cuts away glass [24 action points]	5,000	0.4
Paint stipper knives	Cuts wires effortlessly, acts as knife too	400	0.3
Radio	Listen to the radio	600	1
Police radio	Listen to illegal police radio, needs connections	6,000	1
Telephone headset	Multi process in offices [+3] checks and tests	500	0.3
Military headset	Radio communication with other headset wearers	3,000	0.3
Military glasses	See in heat and sound	14,000	0.1
Computer	Typical computer	5,000	3
Arts computer	[+6] digital arts and digital music composing	12,000	3
Programming computer	Terminal for programming	9,000	2
Hacking software	Software for hacking [+6] test	50,000	3
Hacking harware	Hardware for hacking [+4] test	30,000	3
Tool kit	Craft things out of components [+5]	3,000	4
Welding kit	Repari things and make new things [+7]	9,000	1
Repairs kit	Repairs armor, weapons, and, other things [+6]	5,000	3
Television	Television, [+3] chance to see opportunities news	5,000	4
Display terminal	Market displays [+4] marketing, trading, etc.	20,000	3
Economy car	Obvious	10,000	20
Family car	Obvious	15,000	26

Hatch back	Obvious	40,000	24
Sedan	Obvious	50,000	30
Luxury car	Obvious	75,000	30
Sport's car	Obvious	200,000	20
Super car	Obvious	3,000,000	20
Jeep	Obvious	45,000	30
Cheap clothing	[-1 charm]	200	2
Regular clothing	Regular clothing	500	2
Yuppy clothing	[+1 charm]	4,000	1
Model clothing	[+3 charm]	20,000	1
Business suite	[+1 charm], gets you in places	10,000	2
Camouflage	Army camouflage, soldier wear, [+3 health]	5,000	3
Religious clothing	[+2 charm], gets you in places	20,000	2
Ceremonial garbs	[+3 charm], gets you anywhere	300,000	1
Cooking pot	Allows for cooking in the field		
Laser sight	[+1] aimed shot		
Sniper scope	[+3] full round aimed shot surprise		

And that is all the gear you will really need. With the “loads,” you actually take up a meter with the equipment in your buildings and storage places, taking up one square meter for each load point. Characters typically take up eight load point per character, lying down, and three load points standing up, but that it would cost their eight lying down plus their gear to carry them. and, that converts into buildings and load bearing structures too.

With buildings, covered earlier, there is a typical building structure to blue print ratio. If you like, you could use a regular building and convert it to the load system, where you could have in depth realistic adventures without knowing how many people can cram into a room or lift, of course.

Markets are similar to the ones we have today, and, playing them is done by percentage per hour gains. Typically, a trader or banker could earn up to their collected test per six hundred credits per hour, or, by one hundred credits per day, of course.

Modelling is about making money too! If you were to find a stint on a runway, you might make your ‘fame’ feat, plus other bonuses – yes, world of darkness backgrounds are also covered in the feats section! - and then your charisma and all other sorts of stuff too. You could make a pretty penny doing this, and, then you could afford to buy elections... maybe down at the school or something, i don’t know...

Making music or playing sports are also alternatives to adventuring ‘basically freeform’ and socially based to make for a different experience. Of course on the decks or in the production booth, maybe out on the soccer or rugby field, you might test your collected skills and talents in other ways – that is what they are there for, to diversify the game and give choices, of course.

\* \* \*

Although we now know a lot about the game and how some things work, we have not analyzed something experienced role players take or granted, statistics. These are the values given to your character, as professed in the previous section, where the saving throws were – how can you have saving throws without stats in this game? Here are the stats;

Physical	Mental	Spiritual
Physique	Willpower	Intuition
Refelxes	Intelligence	Harmony
System	Wisdom	Charisma

So, we have three physical stats, three mental stats and three spiritual stats. These all relate to other things besides saving throws. Here is a brief description of each of them, and, how they affect your chaacter;

**Physique;** This is how strong and healthy your character is. Besides being able to carry stuff, which is great for soldiers, they can also multiply their level by their physique for a health score. Every time your character is damaged without armor, you muse deduct damage from your character's health score, which as I said, is physique time by level. It is also a measurement of how strong your character is.

**Reflexes;** This is how quickly your character's nerves communicate. Adding this to intelligence gives action points, a optional rule of this game, of course. Where you want to adjust your rifle or ship's angle to intercetp the target, or even swatting a fly, this would be the right stat to have high.

**System;** This is most comely in it's form to raise other stats, as this is how well your nervous system communicates with other nerves and organs. When it comes to avoiding poison saves and spotting enemies, hearing noises and waking well, this is the stat that you would want.

**Willpower;** This is where your body meets your mind. Mind over matter, focus, thee things lead to powerful magic indeed. Besides magic, you will use this a lot with your saving throws and forcing your body to do things some might think impossible if high enough.

**Intelligence;** This is where you learn things quickly, and, react quickly too. For example, adding this to your reflexes will give you your action points pool for the round, and, when you learn some new skills, you will deduct the intelligence value you have from the total points to raise it to the next rank. This is how quickly your mind processes numbers and values too.

**Wisdom;** This is how wise and so forth your character is, how much common sense they have, and, knowledge too. This is added to certain skills and talents, but it is not cheating to have a skill of one in each and get the relevent bonuses for the skill and the talent.

**Intuition;** This is knowing without knowing, a hunch if you will? This would be related to wisdom and inner peace, where you are able to guess properly, due to circumstances you might or might not be able to fathom, you come to an answer. This is especially useful with the guess saving throw, which can be used at any time to find an answer, of course.

**Harmony;** This is inner peace itself, and, tied to intuition and charisma. If you were to give off a good aura, maybe some creatures won't attack you, flies would leave you alone – it is a blessing, where you would be cursed if it was too low.

**Charisma**; This is where you have a aura of niceness, or, a powerful image of strength, rleated to harmony meets physique, of course. This will let others like you more, the spirits and fae favor you, and, will make for a great diplomat or leader, maybe even an entertainer?

As you can see the stats usually link from the one before them to the one behind them. This is because they relay from one to the next with energies of yours.

## Combat

Combat is the most fun thign for male players, as that is often the point of the game for the younger people – to run around and kill each other! This is accomodated too, and, all these rules are optional for any group playing.

Health; This is where you get your level plus your physique, in dungeons and dragons this is called hit points, how many hits you can take. This is not the only way to get health, there are genetic upgrades and spells and feats and merits to add even more.

Armor; This is added to your health to produce an outer covering of extra hit points. As armor is hit it peels away and then fragments, leaving yu exposed. In deep space, if you have no armor points, you die from the gases getting into your lungs and the cold too. Armor is reduced to zero before the charcater's health gets affected.

Action points pool; This is where you add your [reflexes] to your [intellignece] and [system] to find your action points pool, plus any other bonuses. These points work as if the person or opponent with the highest actions points takes actions until they no longer have the most points, then the person with the current highest action points may proceed. Eventually, everyone will be out of ation points pool and then the round ends and the pools refresh. If someone takes actions that go into the next rounds allowances, like swinging from a vine back and forth, slowly, then they must continue doing that until the action ends, of course. When you are struck by damage, you suffer an equal amount of action points lost for that round, but not into the next round.

Actions; These are where you may spend your pools to do stuff:

Action to be taken	Action Point Poll Cost
Aim a weapon at something	1
Chage a weapon	3
Change footwork and facing angle	3
Change your facing angle	1
Walk your physique in meters	5
Run your physique in meters	3
Jump	3
Drop weapon	1
Reload weapon	3
Lift something	4
Punch or kick or use a melee weapon	3
Evasive dodge	3
Grab something	2

Change craft facing	4
Change mecca facing	2
Cast spell	*
Use mutation ability	3

As you can see, this list covers most predicaments. If there comes a time for the game master to change the values or make up new ones, they have the final say in how it is handled.

## Guns

Secretly the world has been working on futuristic weaponry and upgrading existing weaponry, with some states incorporating deviant weapons, like rifle chemical weapons, for example. Basically there are a few categories of weapons, with plenty of added on weapon deviants.

**Bolt guns** use mechanics to deliver a powerful nail gun like mechanism for weapons. With the advanced mechanics of the near future, or, put to a realistic use, these may punch holes in the hulls of ships if they are powerful and big enough.

**Gauss weapons** use gunpowder and other chemicals to deliver a high powered bullet from the nozzle. Conventional weapons do not have the range nor damage capacity of these, and, they do not waste their time with poisonous uranium pellets, which cost too much and are in short supply.

**Lepton or Anti Matter weapons** are where the leptons disintegrate the matter they meet and then basically dissolve the target quickly. Having the longest range, these are the ultimate sniper weapons, of course. Fast rate of fire too.

**Plasma weapons** use acids and toxins, like chemical weapons, to deliver the damage. They typically are the cheapest besides bolt guns, have a shorter range, as, they work like paint ball guns, but continue to deliver damage each round for three rounds if they hit. They are so quick to shoot though, that it only requires one support troop to cover a lot of people if they are on the move under fire. Due to the burning of the acids from this weapon, the damage is continuous for three rounds and the victim will need to save or be adversely mentally affected in some way while fearing death.

**Fusion weapons** use a nut cracker type interface, where the ions are launched through a laser at the target, at the speed of light, with the next positive ion coming at the speed of light right behind them. This is nuclear type power, but very small, delivering a great big explosion, like a rocket, to the target. As the first ion meets matter resistance, the next one infers the previous one as the resistance, and, the chain reaction is mighty indeed.

**Rocket rifles** have been around for a while now, with many rockets available for them. Simply they have no guidance like real rocket launchers have computer guidance, but rather just travel in more or less the right direction. Quick to operate and reload, a real winner with skirmishes.

**Assorted weapons** including the shredder rifle, the rail gun, the stun gun rifle, the net gun, the electric net gun, electromagnetic pulse weapons and guided missiles are covered later.

There are various things to explain before we look at the gun table. There are listing with slashes for action points costs, where it costs less to continue firing the next action, as it is automatic or semi automatic, of course. Things like recoil add a lot to the action point cost, as you will fire first, where you spend the points if you have the highest, and the round is immediately released, with your character recovering from the shot for the rest of the action points cost.

Gun table							
Name	Clip	Actions	Range [m]	Damage	Features	Cost	Clip cost
Bolt pistol	6	3/3	80	5	*	50	10
Bolt uzzi	15	2/1	40	3	*	600	20
Bolt rifle	30	3/3	400	7	*	1000	50
Bolt assault rifle	48	3/2	300	6	*	10,000	500
Bolt cannon	30	3/3	800	14	*	50,000	1,000
Gauss pistol	6	2/2	120	8	*	200	50
Gauss uzzi	15	2/1	90	6	*	500	150
Gauss rifle	28	3/2	1200	12	*	800	300
Gauss assault rifle	48	3/1	1000	12	*	20,000	3,000
Gauss cannon	38	3/3	3000	20	*	60,000	6,000
Lepton pistol	30	2/2	200	6	*	9,000	200
Lepton uzzi	90	2/1	180	4	*	20,000	400
Lepton rifle	130	3/2	250	9	*	50,000	500
Lepton assault rifle	170	2/1	220	9	*	80,000	1,000
Lepton cannon	20	4	400	13	*	200,000	3,000
Plasma uzzi	50	1/2	30	1	3 rounds damage	600	10
Plasma assault rifle	200	2/3	60	2	3 rounds damage	800	50
Plasma cannon	20	2/2	90	3	3 rounds damage	2,000	80
Fusion rifle	5	5/5	700	16	explosion	400,000	500
Fusion cannon	5	5/5	1000	50	explosion	990,000	60,000
Rocket rifle	1	5	*	20	*	140,000	*
Phosphorus rocket	1	*	1400	20	glows	*	400
H. explosive rocket	1	*	1600	50	1/3 rmg explodes	*	900
Chain rocket	1	*	1500	50	3 x explodes	*	2000
! Shredder shotguns	6	3/3	500	80	! See below	10,000	3,000
Rail gun	5	5/4	3000	20	*	500,000	4,000
Net gun	1	3/*	500	0	captures	100	80
Electric net gun	1	3/*	500	8	Stun, captures	500	500
Stun gun rifle	8	4/3	400	8	stun damage	10,000	2,000

! Shredder shotguns are based on pellets launched with the same mechanism as a heart beat revival shocker at a hospital. It basically pushes the pellets forwards, in a huge spread, with the speed of sound nearly. So, it is ball bearings pulsed forwards at mach one.

All ranges are given in meters and all damages will reduce your mecca's armor, your armor then your health. If you have your health reduced to zero or below, you die and must erase your character.



Typically a character can carry a weapons or equipment that equals their physique rating, so a character with a physique of five could carry one weapon, one armor and three pieces of equipment.

### Armor.

This is what you wear to protect yourself. The first thing to observe is that each one has a different damage threshold called “damage.”. Each armor comes with “difficulty” ratings as penalties to all skills, talents and weapons usage, reduced each round maybe due to continued task familiarity and, reuduction to your action points called “stiffness.” Some of them come with special features, as mentioned later after the descriptions.

Armor table					
Type	Damage	Difficulty	Stiffness	Features	Cost
Standard	20	3/2	2	*	500
Light	14	2/2	1	*	500
Spy	10	2/1	1	Camouflaged	6,000
Serious	30	4/3	4	*	1,000
Lithe	18	2/1	2	Semi camouflaged	5,000
@ Heavy	50	5/5	6	@ First shot ignored	20,000
Invisible	20	4/4	3	Goes invisible at will	50,000
Ninja	36	2/1	1	Cat claws for climbing, camoflauged	30,000
Hydro	30	4/2	2	Breathe and operate underwater	80,000
# Magnetic gear	30	5/4	3	# Repairs itself two points a round	600,000
@ Shield armor	20	4/3	1	@ Three shots ignored	600,000
^ Super armor	10	4/4	4	^ Sphere of deflection	800,000

@ This is where the first shots are ignoredas listed with no damage suffered for that round. The next round, it loses a shot ignore function and you need to wait until the next day to return to the original value, or, at the discretion of the game master, the ignroe feature should come back one ignore round a hour?

# This uses a back pack of megnetic field to repair the armor as it is depleted. It repairs itself at two points a round, by dividing the bonds of the metals and collectitng them into the sphere of armor. Once it is reduced to zero, all penalties are cast off and the character is free to move at normal rates. The armor, once spent, is useless.

^ This is where there is a sphere around the character, like a force field. It deflects up to fifty points of damage each round, before needing to recharge the next round. If not left to recharge, it will drop the sphere and then try again the next round.

### Mecca.

These are eight foot tall robots, or about two and two third meters tall or so. They are there to house the characters and then they may carry cannons, or, the cannons may be carried on craft. Carrying cannons in the field costs three physique slots just for the cannon, and each ‘clip’ costs another one. Mecca are inspired from Robotech, and, Mechwarrior. While they are customizable like

Mechwarrior, they are easily managed like Robotech. Not all of them are used for fighting, some are used for civilain duties and so forth.

There are a few general types of mecca avaiable for purchase;

Type	Armor	Difficulty	Weapon pods and features	Cost
Standard	70	2	2 / *	80,000
Light	50	1	2 / *	80,000
Serious	120	3	4 / *	2,020,000
@ Heavy	200	3	6 / shields twice	3,100,000
Farming	50	2	0	700,000
Construction	50	2	0	800,000
Assault	300	2	8	8,000,000
@ Captain	400	2	6 / shields thrice	14,000,000
Invisible	200	2	4 /	20,000,000
# Magnetic	80	2	4 / repairs at six points a round	60,000,000
^ Super	50	2	3 / sphere of deflection	30,000,000

All mecca use a nervous system based on little hairs inside the cock pit and extremities for the limbs, where they sense the movements as they come, nearly. Weapons cost the cost on the gun table to shoot, except for salvo rules;

#### Salvo rules.

When a mecca shoots, they shoot per usual, for the regular costs on the guns table. If they wee to want to shoot more than one pod at a time, after paying for the weapons and inserting them into a pod, they may shoot twice for added action points cost. If they fire three pods, they pay all three action points costs divided by two, If they fire four they divide it by three, and so forth.

This counts as the collected recoil for the weapons. The heavier the mecca is the better equipped to shooting like this, as there is never recoil where the mecca will be swept backwards as it is heavy enough to hendle the weapon pods it carries.

\* \* \*

~ Don't forget you get forty free points to spend on your character after geenration, to buy skills and talents, spells and merits etcetera...

~ A round is about thirty seconds, so it is two rounds to a minute, and, one undred and twenty rounds to an hour.

~ The game master has final say in any rule dispute, and, all rules are supposed to be optional. That means you can choose which sections to use, which skills and talents to emit, and, of course, getting together to modify rules and bring in new ones is also advised if desired.

## X Tech Alien Races [15<sup>th</sup> November 2017]

Okay, so we have covered quite a lot of the game so far, now for some really interesting game stuff! Besides humans, which you play by default, there are nine other races to play. For the sake of diversity, you may roll a ten sided dice to determine your race, or, the race of a random off road non player character by the game master for some friendly banter or a random encounter. Here is the ten types of races you may play, and, each has a different take on the game, leading to nine sub types of games. All races use the same statistics and skills rules, except they do not share the same options nor adjustments sometimes.

Sometimes it might not make sense to allow certain species certain skills or talents, as these are geared for humanity in general. This is up to the game master, unless otherwise stated, but they can always overrule the system and rules to modify the game for their own agenda – it is supposed to be played for the sake of playing, not playing correctly.

<u>Tabel of races</u>		
<u>Roll</u>	<u>Name</u>	<u>Campaign description</u>
01	Humans	Typical main stream campaign covered in the general rules
02	Sectoids	Empire building caretakers of the universe
03	Dragons	Majestic beings of extremes with personal missions and agendas
04	Hybrids	Carnivorous telepathic colonial consorts
05	Snake peoples	Hideous abominations of humanoid and snake like features
06	Spider peoples	Evil conduits of powerful spirits and gods
07	Vampires	Blood sucking power hungry manipulative gaming
08	Werewolves	Helpers of the weak and preservers of life and worlds
09	Imbued	Magical beings trying to create balance in the universe
10 /00	Nex	Advanced beings with technology and psychic synching

So, things are looking very vast now, yes? Not only do we have Natures and personalities, and, for humans, tattoos, there is a whole other world out there times nine! This will lead to various types of campaigns and rule deviants, which we will get to, well, now!

\* \* \*

[01] Human campaigns have a typical slant, and the game master may set up campaign rules for meeting other races. There is a great advantage to being a human being, in that we are fast learners, receiving an extra adventure point for free above all other rules of completing each session.

We are also the most versatile of races, being able to use magic weapons and our bodies to great degrees. This will affect our ability to interact with other races, as we are seen as children by some, and, as food by others. Basically, other races regard us as moral and an ode to the universe, and, freely engage in trade with us and political stuff is not suspect coming from us.

Instead of having natural fighting prowess or armors, not having survival instincts and other natural evolutionary adjustments, we are without our technology and magic, sitting ducks, a real sore thumb on the natural order. Luckily we have developed many mutations through genetic

engineering that help us adapt to this universe, listed below. Each mutation comes with a description and a cost in money too.

These mutations were born of a desire to rise above each other, and, they are now available legally in some cities, and illegally in others. It is up to the game master to decide which are legal and which are not, and, which are available too.

<u>Mutations table</u>		
<u>Type</u>	<u>Effects</u>	<u>Credits</u>
Echo location	Sonar, helps teleportation, feel invisibility and surrounds	10,000
Web slinging	Allows for sticky webs to be slung out like spider man	50,000
Invisibility	Allows for thirty centimeter radius 'photon blocking'	200,000
Magnetism	Allows for advanced telekinesis	500,000
Lightning organs	Allows for natural lightning throwing	400,000
Muscles	Doubles [physique] as is	800,000
Boost	Doubles [system] and [reflexes] as is	1,400,000
Wings	Hornet wings to fly with	400,000
Nexus	Double [check] on elemental effects	2,000,000
Teleportation	Teleport up to 300 kilometers, echo location gets nice spot	9,000,000

\* \* \*

[02] Sectoids are much slower than us, and, are unable to use much of our technology, as they rely on psionics for their powers and pray to their gods zealously. They have a different system of magic and skill choices than us humans, as they are genetically different to us in meager ways. They always take moral natures and personalities.

Let's take a look at their technology first? All their items are possessed by faeries and spirits, forced in there, or goaded by the beneficaries, and, then locked in there. As they celebrate another creation of sorts, the items and machines gear up for use, as they find their ways through simple circuitry. Sectoids only use fusion weapons, as this is all they could understand with their drumming ceremonies they obsess over.

Their religions are based on which god grants the best afterlife morally and security wise. They believe that the planetary pull of the sun will consume races so they try to bring some of them off the planets to join them and preserve their cultures, and, in this way, are similar to the federation of human and allied aliens in Star Trek. Nurturing dying civilizations is all they really want to do, and seek to feed their own people and others, freeing all races from bondage to other more powerful ones as they travel the universe seeking the nod from the faeries, spirits and their gods.

Otherwise the game master is the decider on what they are like. They cannot learn espionage skills and sporting skills, but receive a bonus of [+8] to wisdom, a penalty of [-3] to physique and reflexes, and otherwise cannot learn evocation spells that we learn freely. Sectoids typically can learn any other skills and talents they choose to, or, that the game master accepts, but they are rather moral and may decide to exclude certain skills and talents, as well as technology, in some societies.

Thier Sectoid only power list is as follows, with the Sectoids enjoying maybe the most available powers allowed to aline races.

<u>Sectoid only spells</u>					
<u>Name</u>	<u>Sphere</u>	<u>Actions</u>	<u>Effects</u>	<u>Points</u>	<u>Manna</u>
Soul knife	Sectoid	3	Psychic blade dealing [4] damage anywhere in universe	3	3
Cleanse	Sectoid	5	Burns creature that is 'immoral' [10] damage	7	10
Detect tones	Sectoid	1	Detect falsehood and one memory per word	4	6
Read faces	Sectoid	1	Detect truth and attitudes, incentives	4	6
Whiplash	Sectoid	3	Reduces action points by [2]	4	8
Interface	Sectoid	[round]	Interact with psychic items	3	1
Dream world	Sectoid	[round]	Contact people in dreams and interface	5	10
Telepathic seed	Sectoid	0	Conversations in telepathy [inte] * [ch lvl]	3	0
Conflux	Sectoid	2	Confer manna socially, interspecies	6	1
Telekinesis	Sectoid	5	Move heavy objects, load [willpower]	5	3

\* \* \*

[03] Dragons are the very essence of the fantasy world's of kids, especially those that dreamed of being knights that rode into them with lances. Many are good and moral, some are neutral and keep to themselves, and others plot hideous agendas against the world and for their own gains.

Typically, they do not get along interspecies. They do receive a automatic success on passing learn spell checks at various levels, and, have managed to make many allies no matter their slant on society. They are too big for armor and mecca and collect gems to allow them to grow even bigger, eating it and meat to help them gain in size, of course. Dragons are split into Metallic, Gem and Chromatic types of beings. The metallic are always good, the gem dragons are always neutral yet social, and the chromaic ones are always selfish and evil. Typically they are between one and twenty meters.

Here are the unique spells and powers of the dragons by their type. The list counts the type of 'power,' the action points cost, the effects and the adventure points cost for the learning and proegression of the power, as well as the manna required for the power to manifest;

<u>Dragon powers list</u>					
<u>Type</u>	<u>Slant</u>	<u>Actions</u>	<u>Effects</u>	<u>Points</u>	<u>Manna</u>
Speak	Metal	5	Speak to others with great accuracy	5	2
Extra arnor	Metal	5	Armor is more effective [+5 dodge]	9	0
Restore health	Metal	[round]	Regain full health	10	20
Empathy	Metal	4	Feel emotions of creature	9	2
Faeire fire	Metal	5	Illuminates area	4	8
Sun strike	Metal	2	Swipes for [willpower] damage	3	5

Fire storm	Metal	13	Huge cone of fire from the sky [15] damage	16	20
Polymorph	Metal	[round]	Transform into other creature	14	12
Cone of fire	Metal	7	[20] damage, normal magic range	12	9
Immunity fire	Metal	0	Fire immunity [+30]	11	0
Sense motive	Gem	2	Senses motive of the query	5	2
Psychoport	Gem	5	Teleports dragon and [30 load] with them	15	9
Mind blast	Gem	3	Mentally damages creature [6] damage	7	5
Store stones	Gem	[hour]	Stores manna through relay conversion	9	1
Detonate	Gem	7	Destroys [10 load], [5] damage	9	15
Hallucinate	Gem	6	Hallucinations, check to negate	6	8
Force wall	Gem	5	Stops approach of enemies or others	9	15
Forgetful	Gem	6	Wipes memory for [wis] rounds, why there	11	8
Cone of acid	Gem	7	[18] damage normal magic range	15	9
Immunity acid	Gem	0	Acid immunity [+30]	10	0
Control insects	Color	8	Summon [harmony * 10] puppet insects	9	20
Water breathe	Color	0	Breathe underwater like a fish	15	3
Irritate	Color	3	Distract target for [harm] action points	4	0
Trample	Color	5	Walk over smaller creatures [phys] damage	3	0
Puppeteer	Color	9	Take physical control if [check] fails	7	5
Dark vision	Color	2	See in the dark	3	9
Petrify	Color	4	Trun target to stone if [check] fails	13	9
Frightening	Color	3	Creatures flee if fail [check]	17	3
Cone of cold	Color	7	[16] cold damage, normal magic range.	13	9
Immunity cold	Color	0	Cold immunity [+30]	9	0

\* \* \*

[04] Hybrids are like those aliens you see in the movie ‘aliens’ mixed with tyrannids from warhammer, with the zerg from star craft – this is where they are inspired from. Basically, the whole point to being a Hybrid is to spread the swarm, much like in those inspirations. They may spawn broods of lesser hybrids and evolve them with their points, as they ‘focus attention’ into them and they ‘suckle’ them. The hybrids work on a system of genetic modification to become more like the ultimate predators, and, this is chosen by each hybrid as they pump their hormones into developing certain evolutions as they grow. Each time a hybrid gains a level, they may choose an evolution, and, each time they get a skill point, they may choose from selected skills by the game master on the list. So, evolutions come with character growth levels, when they meet the next level, they gain one evolution, depending on their level they may choose more advanced evolutions, of course. When they gain adventure points, they may buy game master allowed skills and talents. All hybrids start with three evolutions that are not above level one. Typically, Hybrids are five feet or one and a half meters tall at level one, six feet tall at level three, seven feet tall at level five and grow to be nine feet or three meters tall at level seven and above. Hybrids may take any skill or talent normally available to player characters that the game master says they may or does not rule out.

The evolutions available to hybrids, which cost levels, acquired through growth points, not at all involved with adventure points, are;

<u>Evolutions table</u>		
<u>Type</u>	<u>Effects</u>	<u>Min level</u>
Armor	[Physique * 3] extra health	1
Claws	[Skill] + [phys] + [level] damage, 5 point cost flurry	1
Tail	[+3 refl], attacks for [skill] + [level], sweep attack, [3 damage]	1
Teeth	[Physique] + [level] damage, throttle for auto damage	1
Telepathic nodes	Allows telepathic contact [harm] plus level, interchangeable	1
Vocal nodes	Micking sounds of heard creatures, check [2 * sys] + [wis]	1
Adrenal glands	[Phys] extra action points per round unless surprised	1
Gene sampling	Shape change into [sys] stored gene samples, [1 hour]	5
Fire resistance	Adds [phys] plus [character level] to ignoring fire damage	2
Acid resistance	Same as above	2
Cold resistance	Same as above	2
Reaper claws	Allows for two more shoulder reaping [claws], [3 point] flurry	3
Regeneration glands	[Character level] regeneration of health per round	4
Brood nodes	Allows for nodes to breed offspring, one node per [harmony]	4
Wings	Allows for bat wing flight, retractable, [30 health] each	4
Flame throwing	Fire breathing for [phys] + [ch lvl] damage, [phys] * 5 meters	3
Acid throwing	Same as above	3
Ice breathe	Same as above	3
Poison glands	Allows for bite attack to deal extra [sys] + [ch lvl] damage	3
Invisibility ‘field’	Total invisibility, congests heat, no sensors, one hour / [ch lvl]	4
Anti magic ‘field’	Resistance to four spheres, [5 * level] resistance check	9
Charm immunity	Total immunity to charms, illusions and mental attacks	9
Dominance	Telepathically enslave another creature, [harmony] in number	10

Brood nodes will allow a hybrid to spawn broodlings, and they may not have more broodlings than their harmony score. Broodlings stand a meter tall or three feet, and obey the master if they have telepathy directly under their control, or, vocally and somatically if there is no telepathy from the ‘master hybrid.’ As they gain levels, like henchmen or followers, they may gain evolutions too.

Hybrida may not use weapons and gear, nor ride mecca and pilot ships in their native form. Once they have genes of the species they want to copy, they may change into that form or species and begin learning the skills and talents they desire, of course. You could be well served to say that they are also like dopplegangers.

\* \* \*

[05] Snake people or serpents are abominations from the recesses of the deep space. It is typical of ancient civilizations to adhere to the tenets of evil snakes and good snakes, but all civilizations are obsessed with them, of course. As a people, they come to be abominations with snake heads and claws of a crocodile, with snake tails too, stretching for about twelve meters.

Bound by a strict code of pride, loving to their brethren, the snake people are all immune to poisons, and bite for their [physique] in damage. The poisons will allow them to make a huge impression with their certainty to knock someone out, whether the check is successful or not, so be in a group if you meet or suspect the company of them.

Snake people are barred from the abjuration sphere, but learn telepathic spells and the sphere for half the costs, and, will always take evil natures and personalities, or, neutral at least. They have an action point bonus of [intu] every non surprised round.

They also may not use mecca, as they are devoid of this type of locomotion and proficiency, they also may use conventional weapons and futuristic ones, but may not drive cars nor fly jets or pilot ships.

Seeking to spread their political agenda across the universe, one of dominance in the form of manipulating markets and gaining influence through their ambassadors gaining seats on chairs of parliaments in exchange for bail outs, they have spread far and wide. It is safe to say that they specialize in politics, business and fighting, while being rather unsound technology wise. Their ships are as good as any other, and with their quick reflexes they dominate in the air too.

As far as demerits go, they roll on the table to find their random demerits, and acquire at least 4 demerits, or five if the game master is not satisfied, of course.

They also have their own skills list. These skills are reserved for the likes of these abominations, and, only under the tutoring of a snake person, can others learn these skills;

<u>Snake people skills list</u>		
<u>Skill</u>	<u>Points</u>	<u>Effects and related parent stats.</u>
Hypnotic voice	9	Partially hypnotize the listener, check for resistance [wis]
Love spell	9	Makes someone fall in lovewith candle magic [char]
Secret language	2	Communicate with subterfuge with those in the know [intu] + [wis]
Enchantment	7	Alter tones of voice to become more charismatic [char] + [inte]
Diplomatic consort	6	Make deals sound better and more comely [wis] + [intu]
Father of Lies	5	Make false statements sound real [wis] + [har]
Slither	4	Climb smooth surfaces with tail, [ref] + [wis]
Taunt	3	Goad opponents into charging [wis] + [har]
Launch pad	4	Use tail to launch forwards, [+ skill] in action points, [4] actions
Zealousness	3	Resistance to charm, bravery bonus, launch pad attack bonus during

As you can see, there are no talents available for these skills, so, no specializations unfortunately. All ranks stack for the outcomes of rolls and tests, as always. If a skill and talent sound the same, and the snake person has a related skill separate to that, they get added for range. Ranks in skills obviously count towards the end ‘test range.’



\* \* \*

[06] Spider people or driders will worship their Spider queen god as if they were reliant on her for the very air they breathe. Practising ancient arts, they have withheld what we as a human species lost from the crusade. Thier specility is the dark arts of candle magic and rituals that lead them to further fevor over their gods and spirits, who they rely on for guidance and a sense of beloning. They will always listen to spirits they concieve of as greater than them and not conflicting with their goals of spreiding their religious agenda – they want to make their gods worshipped by all of the universe, pushing for the exclusivity of this religious testament.

They often know how to write in all symbolic and even senseless languages, being able to sometimes read a scribble on wall or even as a tracking proficiency the lie of the grass, or, even the smells of those that passed by, thus receiving a [sys] bonus of [4]. While they also receive a bonus of [4] for wisdom, they get a penalty of [4] for charisma and a reflexes penalty of [3].

Thier garbs are usually always corresponding to ‘the magic they are about to cast.’ They have to have a ceremony at least three times a week, or once every two days, or go down a growth point or level, if they run out of growth points. Safe to say they will transgress into spiders of a nomral kind if they fail to see to their religious ceremonies!

They may not use mecca and jet fighters, but battle ships and mother ships are fair game. They are not under any sense a warrior race and nor do they seek dominance through war, they seek to display their lifestyles and show their ‘codes of law’ as being better than those of other races.

Their preferred food is insects and rodents, and, they never cast locomotive spells, like fly and wings and things like that. They can spin webs to ensnare others with, as a spell like power or ritual, and, they often do, ensnaring people even, that they secretly dine on for the sake of a tasty meal, preferring meat eating men and women. They also like milk, as this helps them spint heir webs and then they will gain more ability to reinforce their body armor and chitin to regrow quickly, healing them from variou sources of harm. They also get a three point bonus to buying prayer spheres and spells, but not below one point cost.

Thier ritual table is shown below. They may not use technology other than simple interface, so make terrible craftsmen and repair men, hackers would be okay, supposedly, as that is a language.

<u>Spider people or Drider rituals list</u>		
<u>Type</u>	<u>Points</u>	<u>Effects and related parent stats</u>
Arachnid prayer	3	Keeps the character alibe for [rank] * [36 hours]
Understanding	4	Understand the dialect being spoken [wis] + [intu] + [rank]
Read lanaguage	3	Read any language partially [wis] + [intu] + [rank]
Summon spirit	7	Ritual of summoning spirit to speak with, skill rank in questions [day]
Location ritual	5	Know the location of someone for skinning ritual
Skinning ritual	9	Deals [1] damage to target, check to resist, useless if seen
Spider familiar	6	Summon, try to control and communicate with spider [will] + [harm]
Healing potion	5	Brew a potion in an hour that revives by [8] health
Tarrot	3	Grapple with problem with tarrot cards [wis] + [intu]
Chance ritual	20	Draw tarrot card, effects immediate! [ritual level cancels] [+ will]

\* \* \*

[07] Vampires are a deviant race of human looking blood drinking outcasts from the societies. When their gods were surveying the universe, they glanced at the human race and liked their beauty and versatility physically, thus, creating vampires to rule over the race of humanoids they had created. There are many vampire gods in the universe, Mars being ours, but, our vampires were in hiding for so long now they have forgotten what it is like to roam with pride.

Contrary to popular belief, vampires are not burned by sunlight, and, unless under a curse of some sort, may eat garlic, go to church and see crosses and are not 'satanic' nor 'evil' by nature. They are regular people that are somewhere between death and undeath, with hobbies and love as everyone else. Yes, they also have lives!

The condition comes from their genes producing too much young cells, as they have a cell feeding problem – their cells are dying quickly, due to channelling so much energy, and they need to feed directly like bats as their cells cannot bond with the fuels fast enough for their 'cell division.' This means they have latent energy in their bodies, from the dying cells, that they simply see dying on their skin leaving it whiter and pale for some reason. Thus they feed on the living to fortify their need for living cells.

Their manna may be replenished directly from heart of other living things, but this is illegal and they are encouraged to feed off of volunteers. To become a vampire, you need to be born of a vampire, as making new vampires is also illegal, and, this requires some heavy ceremonies, unlike the popular bite and bite back ideas.

The vampires are barred from the prayer sphere, as their gods do not answer prayers, and, praying to another god would incur the wrath of that god, of course. Their powers list is as follows;

<u>Vampire powers list</u>			
<u>Type</u>	<u>Actions</u>	<u>Effects</u>	<u>Points / manna</u>
Potency	2	Adds potency rank to physique for [sys] rounds	5 / 5
Presence	4	Adds presence rank to charisma for [harm] rounds	5 / 5
Silence	7	Creates dome of silence for [harm] meters cubed	6 / 9
Healing	5	Heals [will] points of health	8 / 15
Surge	2	Boost a statistic temporarily [sys] rounds	13 / 15
Auspex	3	See people's emotion based auras [intu] + [inte] + [rank]	5 / 3
Celerity	2	Adds [celerity rank * 2] to action points	6 / 3
Shroud	5	Creates a fog that requires [check] to see through	3 / 6
Shadows	3	Distracts targets with shadows, [will] + [inte] + [rank]	5 / 5
Brainwashing	[hour]	Brainwashes the target, resist [check], becomes thrall	15 / 2

\* \* \*

[08] Werewolves are the protectors of the natural world, but they also know a thing or two about technology and magic. Although they receive a [15] point character creation bonus to their character in the form of bonus points, they must choose to be good natured, or, at least moral. They seek to persecute all evil in the universe, and, are quite a few in number. Although they want to restore

places like earth, so tha there will be homeostasis for the whole enivronment, with goals of producing green energy in primitive races and colonies, they also like to preserve the ways of old and are bound by law to seek legal means to acheve their agendas.

Looking like wolves wih wolf heads and fangs, they resemble nghmare sort of heroes, comely to children, receiving that as a merit – that they are trusted by the youth; the younger you are the more you autmoatically trust the werewolf under the age of thirteen, of course. The younger the child is the more they listen to the werewolf or lupine, and, they also have a good image with the whole of society. The lesser races will automatically trust them, and, will not suspect a hybrid posing as a lupine with a hidden agenda, so they are often questioned. They stand at about six and a half feet tall, and are rather broad too, so, may not use mecca of human engineering, requiring double cost mecca for their own, even though this is frowned upon by the elders.

They prefer to be warriors, and, may not purchase charm, conjuring, necromatic and illusion spheres and spells, relying on their natural charisma and renown with judgements to get by, bonus [2] to charisma and bonus [2] to wisdom. Also summongin regula demons is benath them, ofen used as a quick path to power. The illusions are viewed as immoral tricks, and, the charms are just plain deciet.

<u>Werewolf or lupine power list</u>				
<u>Type</u>	<u>Actions</u>	<u>Effects and notes</u>	<u>Points</u>	<u>Manna</u>
Fortitude	0	Ignore rank in damage each round	9	0
Wolf form	[3 rounds]	Shape change	15	30
Frenzy	2	Rage, temporary bravery, immune to fear	5	5
Clarity	1	Resist charms, [rank] bonus	7	5
Humanity	3	Resist evil, detect evil [rank] + [will] + [wis]	5	2
Conscious	1	[+rank] awareness, danger senses, stamina etc.	6	4
Martyr	0	Stands up for weak with [rank] combat bonuses	7	3
Bane	5	Growl to scare enemies [rank] + [phy] + [sys]	3	3
Rejuvenate	2	Heals [rank] + [sys] in health	6	6
Flock	6	Summon flock of birds to attack enemies	7	15
Death strike	3	Incapacitate unarmed [rank] + [brawl] + [phys]	6	2
Cleave	+3 actions	Unarmed [rank] bonus to damage	5	0
Sure shot	+3 actions	Gun shot [rank] bonus to damage	7	0
Smite	+6 actions	Critical hit against evil, must identify first [*3]	9	0
The fool	2	Daze evil target [rank] + [humanity] [-20 actions]	7	5
Rally	5	Bless allies with [rank] combat bonus for round	9	7
Guide	9	Know path to destination [rank] + [wis] + [intu]	13	7
Exorcism	5	Headbutt to release charmed target [rank] + [will]	5	9
Dismiss	9	Banishes spirits and demons [rank] + [will]	11	15
Healing aid	12	Heal other [rank] health	6	9

[09] Imbued are a rather young race of magic using humanoids that are very peaceful and like to indulge in humor and festivities, although they hold their magical lore to be the best in the universe. They seek to understand all things in the universe, trying to find balance between order and chaos. Contrary to popular belief, they believe that there is no free will, citing determinism as the fundamental force of the universe, where all chaos is actually actually organized.

They have very secretive ceremonies for determining the order of things, and, their philosophies are often seen as a waste of time, a bloated beating of the chest, proud of their culture and boasting of their truth above all others. Even though they are so pompous, they still fit into society well enough to become leaders of alliances and often play roles as advisors, having great patience and insight with even the most feeble or tedious of tasks, bonus [3] harmony, bonus [2] wisdom.

Although they are so patient, their brain functions slower than ours and other races, so they receive a penalty to intelligence of [3] and willpower is also reduced by [2] due to their lack of evolution, so they tend to spend all their time focusing in 'arts similar to tai chi.'

Believing everything needs to be represented, they may not learn from the alteration spheres and spells, instead drawing on their own spells and abilities. They stand about five feet tall, so are often bullied out of the malls and meeting places of society. They love money though and receive a [3] point bonus rank in anything to do with money as soon as it is ranked at one. They are very familiar with faeries and prefer their innocence and nakedness to that of spirits, who they do not disturb, having the spheres of necromancy barred from along with its spells.

They do not really trust technology, so rely on others to pilot mother ships and battle cruisers with them on board, but may use simple devices like guns and gear.

<u>Imbued skills and powers list</u>				
<u>Type</u>	<u>Actions</u>	<u>Description and effects</u>	<u>Points</u>	<u>Manna</u>
Draw fae	5	Draws fae to replenish manna, plus [charm] manna	5	0
Unleash fae	5	Makes latent fae attack target, [rank] damage	5	3
Whispers	9	Hear fae whispering, reveal secrets	7	11
Baalzebub	7	Makes flies distract opponent, minus [rank] actions	6	9
Absorb	3	Absorbs the effects of spells [rank] + [sys]	5	11
Undo	5	Cancels spells durations and effects, not damage	7	9
Counter spell	3	Reverses spell at caster	15	11
Learn spell	0	Learn sphere + spell at level 1 viewed [rank] + [inte]	9	9
Lock	5	Lock spellcaster's spells for [rank] rounds	9	9
Study	2	Know rank spells on character sheet of target	3	2

\* \* \*

[10] Nex are the oldest race known in the galaxy, and, maybe one of the oldest in the universe. They use a mental interface for all technology, even being able to mentally interface, like sectoids, with anything mechanical or electrically driven. This is because their auras are electrical in nature, a genetic evolution that others cannot learn, but some researchers are trying to uncover all the time. They are barred from many cities, as their reputation of being

nearly all powerful with technology scares some people no end. This is their major flaw, that they are not welcome in modern societies, so are not part of any neutral alliances, while the more gentle societies accept them more openly.

They tend towards surrounding themselves with people, as they crave the company and base instinct to socialize. They also stand about five foot five, or, one and a half meters, more or less. They have wholesome families and are conservatives in nature, while seeking to push technology to succeed their control as a security measure, where they will be welcome, not being able to do things they don't want to anyways.

They too have a separate powers list, and, may not cast spheres and spells from conjuration and evocation, as their magic works differently, as they are part of the 'everpresence.' They are based on the world of The Matrix and also other themes that have influenced this game to the ends of near completion.

<u>Nex</u>				
<u>Type</u>	<u>Action</u>	<u>Description</u>	<u>Points</u>	<u>Manna</u>
Short circuit	1	Potentially shorts circuitry, [rank] + [2* willpower]	3	3
Bypass	3	Potentially bypasses fail safes, [rank * 3]	5	3
EmoFace	3	Control circuit board and computer, [rank * 2]	7	4
TechniFace	5	Control gears and pistons, etc, [rank * 2]	9	7
Jam	2	Jams gears of guns rounds equal [rank]	4	2
Congest fae	[hour]	Contact fae to congest in area, form [load] * [rank]	16	20
Dissolve	9	Disintegrate items or creatures bonds, [load] * [rank]	20	20
Fly	5	Use magnetism to fly, speed = [rank]	9	4
Energy bolt	5	Sends bolt of energy at one target, [11] damage	15	6
Energy wave	7	Sends wave of energy at multiple targets, dam [9]	15	11

\* \* \*

So, now we have gotten what we need to fight, and the fighting don't stop! These games are about playing a character in a simulated world, but, when it comes to fighting, to contest for something, this is also important.

Magic is divided into a few schools and then there are priest spells and telepathic powers. Seeing as how anyone will be able to use any spell, if they have the [sphere] and the [spell] and the [willpower]. This is also out of thirty, but you do not roll here, it gauges how powerful your spell is. You cannot have a spell without a sphere of equal level, and you may not have more spheres than your [harmony] score.

Spheres cost eight [adventure points] to buy for level one, and increase a rate of eight adventure points to raise to level two and so forth at a time. This will allow you then to buy a spell or spells of that sphere of the same level or less than the [sphere rank], and then you add bonuses for the spells if applicable.

You also get [mana] based on your [system] plus your [harmony] and your wisdom. This will all add up to your [mana pool], and, you may buy mana in various ways as you progress. As you cast spells you lose mana, and, if you run out of mana, you may no longer cast spells if you cannot cover the costs of paying for the spells.

[Spell power] comes down to your [sphere] + [willpower] + [spell rank]. This is how effective your spell is. There are other bonuses too though. For each level of [sphere] + [spell rank], your cost for casting the spell comes down to, by added level. No spell may be less than one, and, you must spend the [cost] minus the [rank of two] going up by one each level, with the [sphere] doing the same. So, if you had a [sphere rank] of three and a [spell level] of two, you would subtract three from the [mana] costs. If there is no calculations to change, the game master will make a decision.

Spells and spheres are learned with study – you need to understand what is required of your mind and your body, with gross study materials, of all sciences and lost arts, studied histories of gods and devout deeds, and, arts and culture too. This is usually done in a guild, and, there are admission and study fees for each day or week you spend in one, coming to about five hundred credits a week.

Each time you try to learn a new sphere, it takes a day, and, there is a chance you will not learn it, or proceed to learn the sphere. This is calculated on your [system] plus your [intelligence] plus your [wisdom] added together to get a [learn spell check]. If you succeed, you learn the sphere, and, may begin learning spells of that sphere. It is possible, therefore, to begin play with spells and so forth, though if you do it is unlikely that you will be good at anything else.

Depending on your skills and talents, you may receive a bonus to chance to learn a spell too. This would be where the game master decides what you need, corresponding to the sphere or spell in question, as to how to decide where the bonuses apply, usually [one check point] to every three ranks of the right skills and [one point check] to every five ranks of the right talent rank.

All spells last from the time of casting until the end of the round, when they may be cast again. [Action points] must also be spent to realize the spell's potential. Ranges are equal to the [sphere] + [willpower \* 3] + spell level by [3] meters. Durations are up to the game master, but, if it is not instant, then it should be [willpower] in rounds. Mana replenishes at a rate of harmony per hour.

Here is the spells and their spheres, action points costs, basic effects, to be edited by the game master if they choose, adventure or character points to be spent on learning each level of spell, and

mana costs to cast the spell for each use. Sometimes the mana will cover the rest of the round, depending if the spell is instant or not.

<u>Spell list</u>					
<u>Name</u>	<u>Sphere</u>	<u>Action</u>	<u>Effects and areas of effect</u>	<u>Points</u>	<u>Manna</u>
Protect	Abjuration	3	Add two ranks to dodge, must move	2	3
Ward	Abjuration	2	Add three ranks to dodge, can stand still	3	3
Shield	Abjuration	5	Negate next threat up to 8 points of damage	5	5
Dispel	Abjuration	2	Cancel spell of another while being cast	9	6
Anti Venom	Abjuration	0	Adds three ranks to stopping poison	5	2
Mag Globe	Abjuration	3	Globe of protection, as magnetic armor [30] damage	11	6
Shield Globe	Abjuration	3	Globe of protection, as shield armor [3] rounds	10	7
Space Globe	Abjuration	3	Breathe in a globe in dead space, as hydro armor	8	1
Super Globe	Abjuration	4	As super mecca armor	14	5
Alarm	Abjuration	8	Makes loud noise if area penetrated	2	3
Banish	Abjuration	3	Banish demons or dimensional creatures summoned	9	20
Anti scry	Abjuration	8	Makes person undetectable and probed with magic	3	9
Fire bolt	Invocation	3	Fire bolt launched at opponent, [3 damage]	3	2
Fire ball	Invocation	3	Fire ball, [5 damage]	5	5
Lightning	Invocation	3	Lightning bolt [6 damage]	6	6
Lightning storm	Invocation	7	As many lightning bolts launched as [sphere rank]	16	9
Force missile	Invocation	3	Pulse of energy [4 damage]	4	4
Force missiles	Invocation	5	Pulses equal [willpower], multiple targets	15	20
Create Light	Invocation	2	Engulfs area in broad daylight	5	2
Create weapon	Invocation	4	Create weapon & clip of choice, mana upkeep	20	10
Craft Faerie	Invocation	[day]	[+1] random rolled attribute [twice per player level]	10	30
Contingency	Invocation	[hour]	When event happens, a spell is triggered, [stored]	15	3
Acid conflux	Conjuring	4	Summons orb of acid out of air dealing [5] damage	4	5
Fog cloud	Conjuring	2	Covers area with fog, sphere area by [20]	10	5
Blizzard	Conjuring	7	Hail storm over [sphere] area, by [20]; [4] damage	20	15
Web entangle	Conjuring	3	Covers the area in sticky webs, minus [5] actions	6	6
Glitter dust	Conjuring	3	Blinds creature, outlines invisible creature	7	3
Teleport	Conjuring	5	Teleports character to another place	12	6
Dimension door	Conjuring	9	Open door way to another place	15	15
Dimension bind	Conjuring	2	Binds demon or dimensional creature to your will	20	15
Summon demon	Conjuring	9	Summons demon or dimensional creature	28	34
Gating demons	Conjuring	9	Summons [harmony] demons, game master's choice	50	50
Scrying	Divination	[hour]	Know the location of someone that answers to name	6	2

Detect person	Divination	6	Identify someone that you seek or concieve of	9	2
Guess Expert	Divination	2	Understand the problem better [+ harmony to guess]	5	3
See past	Divination	[hour]	See into the history of someone	5	7
Glance	Divination	5	Look at person's character sheet	5	2
Learn sphere	Divniation	[day]	Learn a new sphere, uses manna	4	1
Commune	Divination	16	Communion to know area [harmony * 30]	6	9
Appraise	Divination	6	Know the worth of something, to market standards	3	5
Write spell	Divination	[day]	Write new spell or learn known of one, uses manna.	6	3
Time travel	Divination	9	Travel willpower in days one way or the other	100	100
Friends	Charm	6	Make friends with one person, they like you more	5	6
Enfeeblement	Charm	3	Makes other your [harmony] worse at tests or rolls	6	6
Fear	Charm	4	Makes anoter fearful of you, check 'morale' or run	9	5
Reprogram	Charm	5	Change circuit operations randomly with faeries	9	3
Trip	Charm	2	Trips other with [balance check]	3	3
Stun	Charm	3	Stuns living creature for rest of round, [check]	4	3
Bezerker	Charm	8	Makes creature see target as opponent	8	9
Dominate	Charm	9	Hypnotic suggestion to living thing [check] to resist	14	20
Splendour	Charm	5	Emits aura of splendour, [check] to resist or [awe]	10	20
Pscychostasis	Charm	[day]	Rearranges mental and spiritual stats point for point	35	70
Mage hand	Alteration	3	Lifts small objects, [sphere] + [spell], knives, keys...	4	4
Mending	Alteration	[hour]	Repairs objects, 1 kilogram / hour [sphere] + [spell]	6	9
Bullet proof	Alteration	7	[will] + [sphere] + [spell] health temporary	8	9
Enlarge / reduce	Alteration	9	Target / thing grows up to 25% per [spell level]	6	9
Dark vision	Alteration	3	See in the dark	5	5
Bulls strength	Alteration	5	Add [willpower] to physique of target	5	5
Cat's grace	Alteration	5	Add [willpower] to reflexes of target	5	5
Haste	Alteration	3	Add [willpower] to target's action points	8	25
Permanancy	Alteration	[hour]	Makes spell permanent or magic item [1 * level]	30	100
Wish	Alteration	[day]	Grants [willpower] points per [growth rank] cost	30	100
Healing	Necro	3	Heals [3] damage	5	3
Animate dead	Necro	[hour]	Creates zombies to [harmony] under casters control	9	15
Seance	Necro	[hour]	Call on spirits for séance hearing	7	5
Detect living	Necro	2	Locate living in [wisdom] + [harmony] area [* 30]	3	2
Detect undead	Necro	2	Locate undead in [wisdom] + [harmony] area [* 50]	3	2
Ghost summons	Necro	9	Summons ghosts, unknown course of action	30	20
Finger of death	Necro	6	Kills creature if save check fails	45	65
Leech	Necro	3	Touched creature loses health swapped to caster	10	10



Defile	Necro	3	Sap physique for manna [sphere] + [spell] ranks	10	10
Resurrection	Necro	[hour]	Resurrect fallen creature with up to [sphere] health	20	40
Fool's gold	Illusion	8	Edit bank balance, [hacking computer skill bonus]	5	9
Colour spray	Illusion	4	Disorients targets, willpower targets.	7	5
Colour wall	Illusion	6	Looks like a real wall, is not, cannot be traversed	9	12
Invisibility	Illusion	5	Go invisible for duration of spell, with equipment	8	15
Mask of faces	Illusion	3	Appear to be someone else you have met or seen	5	5
Mask voice	Illusion	3	Sound like someone you have heard	5	3
Forge signature	Illusion	7	Signature forgery of viewed signature	5	9
Retina adjust	Illusion	5	Copy retina as per viewed retina [system bonus]	3	7
Thumb printer	Illusion	5	Thumb alteration per viewed print [system bonus]	3	6
Phantasm killer	Illusion	9	Target dies if no check successful	20	70
Detect magic	Prayer	2	Detect magic in area [harmony * character level]	4	6
Stalemate	Prayer	2	You can't attack nor be attacked, god's protection	5	9
Zeal	Prayer	4	Target gains [+ 3] on all attack tests and checks	7	11
Tongues	Prayer	2	Speak any language your god knows	3	5
Heal disease	Prayer	5	Removes otherwise terrible or conatgious disease	7	15
Remove demerit	Prayer	[hour]	Deletes demerit from subject	8	15
Glyph	Prayer	[hour]	Snare ignited by target, [6 * char + spell level]	11	15
Craft meal	Prayer	[round]	Makes food for [spell lvl + sphere] people	9	15
Ethereal	Prayer	3	May attack, may not be attacked	30	15
Angel wings	Prayer	[hour]	God gives angel wings, rules from G.M upkeep	50	0
Control sounds	Telepathic	4	Change sound, g.m. decides, [difficulty]	5	5
Placebo whip	Telepathic	5	Flogs for [spell] + [sphere]	5	3
Placebo aches	Telepathic	7	Creates cramps and headaches, other aches	4	3
Psychometabolic	Telepathic	[round]	Use mind to alter shape, alter hormones	25	25
Clarisentience	Telepathic	[round]	Hear and see everything target hears and sees	9	9
Telepathy	Telepathic	0	Telepathy with [spell lvl] max others with telepathy	3	auto
Mind blast	Telepathic	5	Mental attack to cause brain damage [5] * [spell lvl]	7	7
Mind clone	Telepathic	2	Allows new personality to cast telepathic spells	12	3 / rnd
Conditioning	Telepathic	[hour]	Buy feats at cost reduction [spell + sphere]	5	0
Psychic surgery	Telepathic	[hour]	Enters merits, may buy for half price	40	60

This section of the game is for merits, demerits and feats. Merits are like things you cannot buy after you start, or, pay five times as much to buy later in adventure points. Demerits are flaws for your character, that make them less easy to control, and, feats are like bonuses for your character to learn about through experience. Sometimes your character will pick up demerits or feats during game play, but there is no way other than through hypnotic means and magic to gain merits after you begin, unless the game allows the five times rule for buying them later.

Merits are important in this game, not only for rules, but for fleshing your character out. The whole point of this game, when it started, was to have such a vast system that no two characters are identical, hence the statistics system with dice, sets and pool. The choices you make with demerits are also very important, as you will not get points for playing them, instead you have to play them. Feats meanwhile are there to boost your character with backgrounds, specializations and 'otherworldly feats' of experience. All are bought with or grant points in the beginning, and, you may spend your bonus points here too.

If you like, you may roll merits and demerits, with a [eight] point bonus to roll until all your points are spent or you keep the left over points for spending elsewhere. This adds diversity to the game, so, the game master might enforce this too. You roll merits on a [d30] and demerits or flaws on a [d20], of course. You roll one six sided dice [d6] to find out how many rolls you must make of the demerits section, and then add those points to your [eight] for rolling and buying merits, keeping any left over points.

#### Merits [30]

[101] **Crack driver**; receive a bonus of [two] to every manoeuvre you pull on a bike or in a car, costs one point of bonus points.

[102] **Large size**; you are nearly a giant without being too big for mecca but must be humble before doorways, plus two to physique. Costs [nine] points.

[103] **Strong**; may carry extra [load] point, do extra [point] damage to brawl fights, [lift] better. Costs [two] points.

[104] **Bravery**; bonus [three] points to morale, costs [one] point.

[105] **Political ties**; you know someone in high places, and, they know you too, through relationships and marriage, or other blood ties. Costs [five] points

[106] **Sports ties**; same as political ties, costs [three] points.

[107] **Religious ties**; same as political ties, costs [two] points.

[108] **Broadcasting ties**; same as political ties, costs [four] points.

[109] **Quick learner**; extra [two] adventure points at end of sessions, costs [seven] points.

[110] **Beauty**; extra [two] points of charisma for relevant tests, costs [three] points.

[111] **Seductive**; sexy for opposite sex, bonus of [three] for interactions, costs [five] points.

- [112] **Healthy**; extra point of system, costs [five] points.
- [113] **Medium**; feel ghosts and spirits in area, costs [three] points.
- [114] **Extrovert**; extra [two] action points total, costs [five] points.
- [115] **Loaded**; extra [30,000] cash, costs [six] points.
- [116] **Positive speaker**; makes friends quickly with strangers, inspire others, make speeches to the youth and others, sort of like Obama did in his campaign, [seven] points.
- [117] **Radiant**; your aura radiates a warmth that makes everyone like you more, [nine] points.
- [118] **Nerd**; all academic talents raised to level [two] each, [6] points.
- [119] **Handy**; all technical talents raised to [two] each, [7] points.
- [120] **Lucky**; receive [2] point bonus test result on character bonus level rerolls, [seven] points.
- [121] **Cool**; people are drawn to you for some reason, you look rebellious and emit a adventurous spark that most people like, confident, [seven] points.
- [122] **Articulate**; find things easily, deduct where things are and keep your self tidy, well kept, and emit aura of manners and respect, [five] points.
- [123] **Charlatan**; may lie with great expertise, bonus two points to any test involving making someone believe something, from selling someone something to flat out lying, [seven] points.
- [124] **Edict**; remember things well, every time you raise a talent, you may add a bonus point to it for free, [15] points.
- [125] **Familiar face**; get people greeting you unexpectedly, [five] points.
- [126] **Majestic**; walk and talk with majesty, [seven] points.
- [127] **Cultured**; great opinion of world views and attitudes and natures of those around the world, know a little bit about everything history and religion wise, [six] points.
- [128] **Passion**; when dealing with your passion, you get extra [3] points in favor, [seven] points
- [129] **Listener**; good at listening to and winning friends over, people assume you will listen to them, sought after as confidant, [six] points.
- [130] **Warrior**; bonus [one] action point and bonus [one] to combat tests.

#### Demerits [20]

- [201] **Addicted to smoking**; system minus [two], [9] points.
- [202] **Addicted to drinking**; system minus [one], [6] points
- [203] **Addicted to drugs**; system minus [three], [12] points

[204] **Coward**; will flee in fair fight, penalties of [one] to tests regarding combat in fair fights, where the numbers or strength seems to be the same or worse, [7] points.

[205] **Lawful**; must abide by law as much as possible, [9] points.

[206] **Bully**; will favor weaker opponents, distraction, sadist, [6] points.

[207] **Harmless**; attacks with penalties of five to test rolls, [nine] point flaw.

[208] **Little person**; cannot attack with hands, uses guns and spells at [7] point penalty, grants [14] points to creation points.

[209] **Barren**; unable to learn magic, [20] points.

[210] **Paranoid**; constantly checking over their shoulder, suspecting everyone of betraying them, always asking too many questions, [5] points.

[211] **Overconfident**; bull headed and rushing into everything with high expectations, [5] points.

[212] **Weak**; minus one point to physique, [6] points.

[213] **Apathy**; cannot understand people or situations properly, [three] point penalty, [seven] points.

[214] **Hyper**; easily distracted, likes to run around and exert energy, [five] points.

[215] **Cursed**; every roll your character makes is at a [one] point penalty, [seven] points.

[216] **Hunted**; selected people hunt you and your friends, [ten] points.

[217] **Learning penalty**; penalty of two to each session's adventure points awards, [nine] points.

[218] **Stalkers**; people stalk your character due to some or other reason, [6] points.

[219] **Introvert**; minus three action points, [eight] points.

[220] **Illiterate**; cannot read nor write, cannot learn spells and certain skills and talents until learns to read and write, [7] points.

### Feats [10]

Feats are there to boost your character as they progress through the game, and, all feats acquired at creation are fine, but new ones and stacking them with extra ranks requires play time, or, other types of justification, unless the game master has a plan, that is.

[301] **Shares**; [1,500] a month, free of charge, costs [three] points per rank.

[302] **Fame**; Gain a level of fame for each rank, costs [three] points.

[303] **Weapon expertise**; plus one for that weapon type per rank, may be taken for multiple weapons and types, costs [five] points.

[304] **Followers / henchmen**; recruit henchmen for your character, each rank equals [one] henchman. If they die, you erase them and carry on, they do not automatically come back, costs [nine] points.

[305] **Toughness**; extra one point of health, costs [three] points.

[306] **Tuned**; extra [one] point to manna pool, costs [two] points.

[307] **Lovers**; grants you a lover to seek refuge with, costs [two] points per lover. May not exceed charisma statistic, [5] points.

[308] **Underworld connections**; You are able to organize things, the more connections you have, and build in game relationships with, the better they will trust you, [5] points.

[309] **Spell specialization**; favorite spell costs [two] less manna to cast and effects inflated by [two] points, [five] points.

[310] **Armor specialization**; stiffness reduced by [one] per rank to minimum of one, [five] points.

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